ONLINE THEATER VEHICLE PARKING SYSTEM

Project Report SubmittedBy

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AMAL JYOTHI COLLEGE OF ENGINEERING
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2019-2022

DEPARTMENT OF COMPUTER APPLICATIONS

AMAL JYOTHI COLLEGE OF ENGINEERING

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CERTIFICATE

This is to certify that the Project report, "**ONLINE THEATER VEHICLE PARKING SYSTEM"** is the bonafide work of **JASMIN JOSEPH (Reg.No:AJC19MCA009)** in partial fulfillment of the requirements for the award of the Degree of Master ofComputer Applications under APJ Abdul Kalam Technological University during the year2019-22.

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DECLARATION

I hereby declare that the project report **"ONLINE THEATER VEHICLE PARKING SYSTEM"** is a bonafide work done at Amal Jyothi College of Engineering, towards the partial fulfilment of the requirements for the award of the Degree of Master of Computer Applications (MCA) from APJ Abdul Kalam Technological University, during the academic year 2019-2022.

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I thank our beloved teachers for their cooperation and suggestions that helped me throughout the project. I express my thanks to all my friends and classmates for their interest, dedication, and encouragement shown towards the project. I convey my hearty thanks to my family for the moral support, suggestions, and encouragement to make this venture a success.

JASMIN JOSEPH

ABSTRACT

The main objective of this project is to avoid the congestion in the vehicle parking area by implementing a parking management system. Normally the public place of theater experiences the discomfort in looking out for a vacant parking slot, though it’s a paid facility with an attendant or a security guard. This parking management system is proposed to demonstrate paid parking facility for parking the vehicles. The admin, staff and customers have to login. The customers can park their vehicles to the available slots in the parking area. Although the parking charges will be calculated based on the total time which the vehicle parked. Also, there will be a minimum charge for the parked vehicles. The project contains two modules: Admin and User. The main aim of this project is to reduce the traffic in the parking place. Normally we can see in the multiplexes, cinema halls, large industries and function halls there is problem they have to go and search which line is empty and which line having place to park the vehicle for parking then they need workers for parking in correct position it is the money consumed process. So to avoid this problem vehicleparking system is implemented.

CONTENT

List of Abbreviation

IDE	-	Integrated Development Environment
HTML	-	Hyper Text Markup Language.
CSS	-	Cascading Style Sheet
SQL	-	Structured Query Language
UML	-	Unified Modeling Language

CHAPTER 1

INTRODUCTION

PROJECT OVERVIEW

The main objective of this project is to avoid the congestion in the vehicle parking area by implementing a parking management system. Normally the public place of theater experiences the discomfort in looking out for a vacant parking slot, though it’s a paid facility with an attendant or a security guard. This parking management system is proposed to demonstrate paid parking facility for parking the vehicles. The admin, staff and customers have to login. The customers can park their vehicles to the available slots in the parking area. Although the parking charges will be calculated based on the total time which the vehicle parked. Also, there will be a minimum charge for the parked vehicles. The project contains three modules: Admin, staff and User.

PROJECT SPECIFICATION

The proposed system is the online vehicle parking system. It is very useful for the customers. It saves the lot of time of the customers . It reduces the workload of the staff of the organization. Customers can easily get the parking lot through this online service.

The system includes 2 modules. They are:

1. **Admin Module**

   Admin must have a login into this system. He has the overall control of the system. Admin can add slots details, manage user data etc. Admin can View all the registered users and also manage all his data.

2. **User Module**

   Customer can register and they can book for service of slots .

CHAPTER 2

SYSTEM STUDY

INTRODUCTION

System analysis is a process of gathering and interpreting facts, diagnosing problems and the information to recommend improvements on the system. It is a problem solving activity that requires intensive communication between the system users and system developers. System analysis or study is an important phase of any system development process. The system is studied to the minute's detail and analyzed. The system analyst plays the role of the interrogator and dwells deep into the working of the present system. The system is viewed as a whole and the input to the system are identified. The outputs from the organizations are traced to the various processes. System analysis is concerned with becoming aware of the problem, identifying the relevant and decisional variables, analyzing and synthesizing the various factors and determining an optimal or at least a satisfactory solution or program of action.

A detailed study of the process must be made by various techniques like interviews, questionnaires etc. The data collected by these sources must be scrutinized to arrive to a conclusion. The conclusion is an understanding of how the system functions. This system is called the existing system. Now the existing system is subjected to close study and problem areas are identified. The designer now functions as a problem solver and tries to sort out the difficulties that the enterprise faces. The solutions are given as proposals. The proposal is then weighed with the existing system analytically and the best one is selected. The proposal is presented to the user for an endorsement by the user. The proposal is reviewed on user request and suitable changes are made. This is loop that ends as soon as the user is satisfied with proposal.

Preliminary study is the process of gathering and interpreting facts, using the information for further studies on the system. Preliminary study is problem solving activity that requires intensive communication between the system users and system developers. It does various feasibility studies. In these studies, a rough figure of the system activities can be obtained, from which the decision about the strategies to be followed for effective system study and analysis can be taken.

EXISTING SYSTEM

Every person who owns a vehicle needs a space for parking. The existing system does not provide online car parking system. It is very difficult for customers to parking their vehicles. In existing system it is difficult for the driver to take the vehicle when another vehicle comes behind. In The existing system lots of time will be wasted.

DRAWBACKS OF EXISTING SYSTEM

- No proper online management of system
- Human effort is needed.
- It is difficult to maintain important information in books.
- More manual hours need to generate required reports.

PROPOSED SYSTEM

The proposed system is the online vehicle parking system. It is very useful for the customers. It saves the lot of time of the customers. It reduces the work load of the staff of the organization. Customers can easily get the parking lot through this online service.

ADVANTAGES OF PROPOSED SYSTEM

The system is very simple in design and to implement. The system requires very low system resources, and the system will work in almost all configurations. It has got following features:

- **Better security: -**

For data to remain secure measures must be taken to prevent unauthorized access. Security means that data are protected from various forms of destruction. The system security problem can be divided into four related issues: security, integrity, privacy and confidentiality. Username and password requirement to sign in ensures security. It will also provide data security as we areusing the secured databases for maintaining the documents.

- **Ensure data accuracy: -**

The proposed system eliminates the manual errors while entering the details of the users during the registration.

- **Better service: -**

The product will avoid the burden of hard copy storage. We can also conserve the time and human resources for doing the same task. The data can be maintained for longer period with no loss of data.

CHAPTER 3

REQUIREMENT ANALYSIS

Feasibility study is made to see if the project on completion will serve the purpose of the organization for the amount of work, effort and the time that spend on it. Feasibility study lets the developer foresee the future of the project and the usefulness. A feasibility study of a system proposal is according to its workability, which is the impact on the organization, ability to meet their user needs and effective use of resources. Thus, when a new application is proposed it normally goes through a feasibility study before it is approved for development.

The document provides the feasibility of the project that is being designed and lists various areas that were considered very carefully during the feasibility study of this project such as Technical, Economic and Operational feasibilities. The following are its features: -

Economical Feasibility

The economic feasibility step of business development is that period during which a break-even financial model of the business venture is developed based on all costs associated with taking the product from idea to market and achieving sales sufficient to satisfy debt or investment requirements.

The following are some of the important financial questions asked during preliminary investigation:

- The costs conduct a full system investigation.
- The cost of the hardware and software.
- The benefits in the form of reduced costs or fewer costly errors.

The proposed system is developed as part of project work, there is no manual cost to spend for the proposed system. Also all the resources are already available, it give an indication of the system is economically possible for development.

The cost of project, was divided according to the system used, its developmentcost and cost for hosting the project. According to all the calculations the project was developed in a low cost. As it is completely developed using open source software.

Technical Feasibility

The system must be evaluated from the technical point of view first. The assessment of this feasibility must be based on an outline design of the system requirement in the terms of input, output, programs and procedures. Having identified an outline system, the investigation must go on to suggest the type of equipment, required method developing the system, of running the system once it has been designed.

Technical issues raised during the investigation are:

- Does the existing technology sufficient for the suggested one?
- Can the system expand if developed?

The project should be developed such that the necessary functions and performance are achieved within the constraints. The project requires High Resolution Scanning device and utilizes Cryptographic techniques. Through the technology may become obsolete after some period of time, due to the fact that newer version of same software supports older versions, the system may still be used. So there are minimal constraints involved with this project. The system has been developed using PHP in front end and MySQL in server in back end, the project is technically feasible for development. The system has been developed using PHP in front end and MySQL in server in back end, the project is technically feasible for development. The System used was also of good performance of Processor Intel i3 core; RAM 4GB and, Hard disk 1TB

Behavioral Feasibility

The proposed system includes the following questions:

- Is there sufficient support for the users?
- Will the proposed system cause harm?

The project would be beneficial because it satisfies the objectives when developed and installed. All behavioral aspects are considered carefully and conclude that the project is behaviorally feasible.

SYSTEM SPECIFICATION

Hardware Specification

Processor	-	Intel core i3
RAM	-	4 GB
Hard disk	-	1 TB

Software Specification

Front End	-	HTML, CSS
Backend	-	MYSQL
Client on PC	-	Windows 7 and above.
Technologies used	-	JS, HTML5, AJAX, J Query, PHP, CSS

SOFTWARE DESCRIPTION

PHP

PHP is a server side scripting language designed for web development but also used as a general purpose programming language. PHP is now installed on more than 244 million websites and 2.1 million web servers. Originally created by Rasmus Ledorf in 1995, the reference implementation of PHP is now produced by the PHP group. While PHP originally stood for personal Home page ,it now stands for PHP: Hypertext Preprocessor, a recursive acronym code is interpreted by a web server with a PHP processor module which generates the resulting web page commands can be embedded directly into a HTML source document rather than calling an external file to process data. It has also evolved to include a command-line interface capability and can be used in standalone incompatible with the GNU General Public License (GPL) due to restrictions on the usage of the term PHP.PHP can be deployed on most web servers and also as a standaloneshell on almost every operating system and platform, free of charge.

MySQL

MySQL, the most popular Open Source SQL database management system, is developed, distributed, and supported by Oracle Corporation. The MySQL Web site provides the latest information about MySQL software.

- **MySQL is a database management system.**

  A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or the vast amounts of information in a corporate network. To add, access, and process data stored in a computer database, you need a database management system such as MySQL Server. Since computers are very good at handling large amounts of data, database management systems play a central role in computing, as standalone utilities, or as parts of other applications.

- **MySQL databases are relational.**

  A relational database stores data in separate tables rather than putting all the data in one big storeroom. The database structures are organized into physical files optimized for speed. The logical model, with objects such as databases, tables, views, rows, and columns, offers a flexible programming environment. You set up rules governing the relationships between different data fields, such as one-to-one, one-to-many, unique, required or optional, and “pointers” between different tables. The database enforces these rules, so that with a well-designed database, your application never sees inconsistent, duplicate, orphan, out-of-date, or missing data. The SQL part of “MySQL” stands for “Structured Query Language”. SQL is the most common standardized language used to access databases. Depending on your programming environment, you might enter SQL directly (for example, to generate reports), embed SQL statements into code written in another language, or use a language-specific API that hides the SQL syntax. SQL is defined by the ANSI/ISO SQL Standard. The SQL standard has been evolving since 1986 and several versions exist. In this manual, “SQL92” refers to the standard released in 1992,

  “SQL: 1999” refers to the standard released in 1999, and “SQL: 2003” refers to the current version of the standard. We use the phrase “the SQL standard” to mean the current version of the SQL Standard at any time.

- **MySQL software is Open Source.**

  Open Source means that it is possible for anyone to use and modify the software. Anybody can download the MySQL software from the Internet and use it without paying anything. If you wish, you may study the source code and change it to suit your needs. The MySQL software uses the GPL (GNU General Public License), to define what you may and may not do with the software in different situations. If you feel uncomfortable with the GPL or need to embed MySQL code into a commercial application, you can buy a commercially licensed version from us. See the MySQL Licensing Overview for more information.

- **The MySQL Database Server is very fast, reliable, scalable, and easy to use.**

  If that is what you are looking for, you should give it a try. MySQL Server can run comfortably on a desktop or laptop, alongside your other applications, web servers, and so on, requiring little or no attention. If you dedicate an entire machine to MySQL, you can adjust the settings to take advantage of all the memory, CPU power,and I/O capacity available.

- **MySQL Server works in client/server or embedded systems.**

  The MySQL Database Software is a client/server system that consists of a multi-threaded SQL server that supports different backends, several different client programs and libraries, administrative tools, and a wide range of application programming interfaces (APIs). We also provide MySQL Server as an embedded multi-threaded library that you can link into your application to get a smaller, faster, easier-to-manage standalone product.

CHAPTER 4

SYSTEM DESIGN

INTRODUCTION

Design is the first step into the development phase for any engineered product or system. Design is a creative process. A good design is the key to effective system. The term "design" is defined as "the process of applying various techniques and principles for the purpose of defining a process or a system in sufficient detail to permit its physical realization". It may be defined as a process of applying various techniques and principles for the purpose of defining a device, a process or a system in sufficient detail to permit its physical realization. Software design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm that is used. The system design develops the architectural detail required to build a system or product. As in the case of any systematic approach, this software too has undergone the best possible design phase fine tuning all efficiency, performance and accuracy levels. The design phase is a transition from a user oriented document to a document to the programmers or database personnel. System design goes through two phases of development: Logical and Physical Design.

UML DIAGRAM

UML is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. UML was created by the Object Management Group (OMG) and UML 1.0 specification draft was proposed to the OMG in January 1997.

UML stands for **Unified Modeling Language**. UML is different from the other common programming languages such as C++, Java, COBOL, etc. UML is a pictorial language used to make software blueprints. UML can be described as a general purpose visual modeling language to visualize, specify, construct, and document software system. Although UML is generally used to model software systems, it is not limited within this boundary. It is also used to model non-software systems as well. For example, the process flow in a manufacturing unit, etc. UML is not a programming language but tools can be used to generate code in various languages using UML diagrams. UML has a direct relation with object oriented analysis and design. After some standardization, UML has an OMG standard. All the elements, relationships are used to make a complete UML diagram and the diagram represents a system. The visual effect of the UML diagram is the most important part of the entire process. All the other elements are used to make it complete. UML includes the following nine diagrams.

- Class diagram
- Object diagram
- Use case diagram
- Sequence diagram
- Collaboration diagram
- Activity diagram
- State chart diagram
- Deployment diagram
- Component diagram

USE CASE DIAGRAM

A use case diagram is a graphic depiction of the interactions among the elements of a system. A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. In this context, the term "system" refers to something being developed or operated, such as a mail-order product sales and service Web site. Use case diagrams are employed in UML (Unified Modeling Language), a standard notation for the modeling of real-world objects and systems.

System objectives can include planning overall requirements, validating a hardware design, testing and debugging a software product under development, creating an online help reference, or performing a consumer-service-oriented task. For example, use cases in a product sales environment would include item ordering, catalog updating, payment processing, and customer relations. A use case diagram contains four components.

- The boundary, which defines the system of interest in relation to the world around it.
- The actors, usually individuals involved with the system defined according to their roles.
- The use cases, which are the specific roles are played by the actors within and around

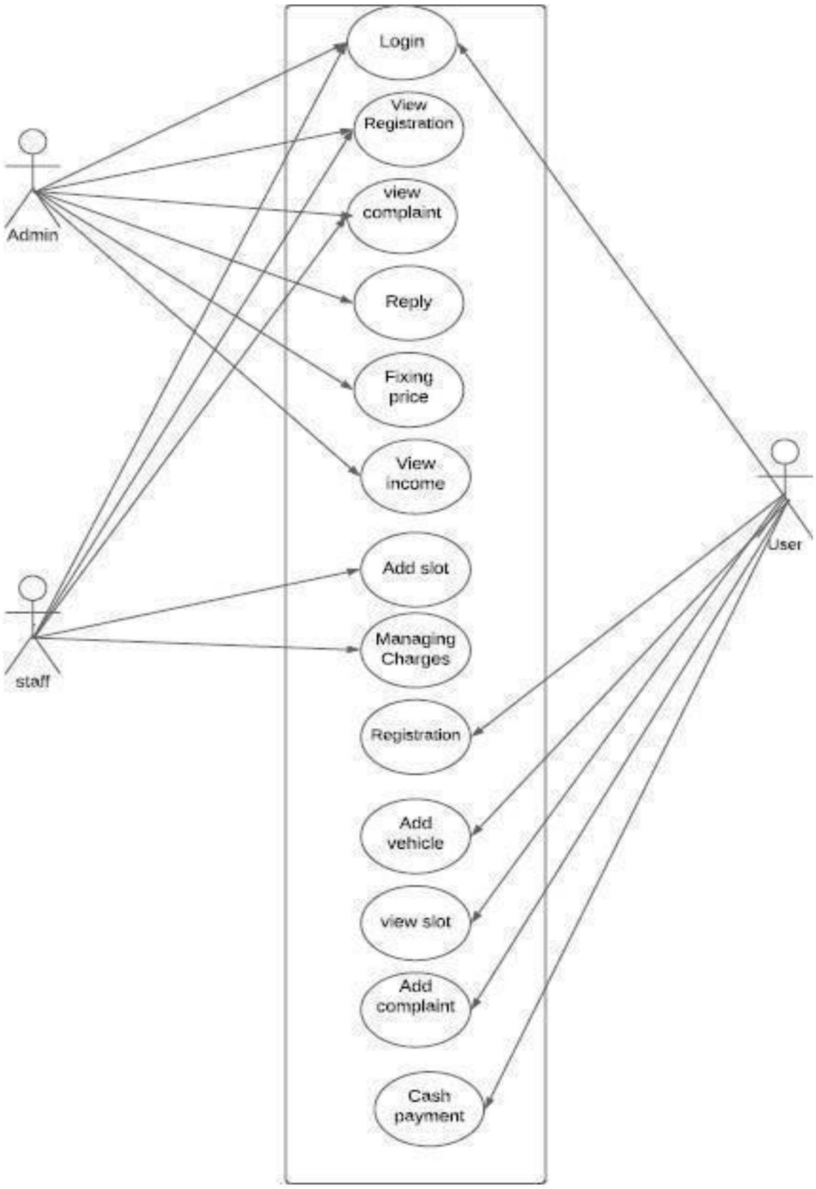
the system.

- The relationships between and among the actors and the use cases.

Use case diagrams are drawn to capture the functional requirements of a system. After identifying the above items, we have to use the following guidelines to draw an efficient use case diagram

- The name of a use case is very important. The name should be chosen in such a way so that it can identify the functionalities performed.
- Give a suitable name for actors.
- Show relationships and dependencies clearly in the diagram.
- Do not try to include all types of relationships, as the main purpose of the diagram is to identify the requirements.
- Use notes whenever required to clarify some important points.

Use Case


Admin
staff
User
Login
View Registration
view complaint
Reply
Fixing price
View income
Add slot
Managing Charges
Registration
Add vehicle
view slot
Add complaint
Cash payment

SEQUENCE DIAGRAM

A sequence diagram simply depicts interaction between objects in a sequential order i.e. the order in which these interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.

Sequence Diagram Notations –

i. **Actors** – An actor in a UML diagram represents a type of role where it interacts with the system and its objects. It is important to note here that an actor is always outside the scope of the system we aim to model using the UML diagram. We use actors to depict various roles including human users and other external subjects. We represent an actor in a UML diagram using a stick person notation. We can have multiple actors in a sequence diagram.

ii. **Lifelines** – A lifeline is a named element which depicts an individual participant in a sequence diagram. So basically each instance in a sequence diagram is represented by a lifeline. Lifeline elements are located at the top in a sequence diagram

iii. **Messages** – Communication between objects is depicted using messages. The messages appear in a sequential order on the lifeline. We represent messages using arrows. Lifelines and messages form the core of a sequence diagram.

Messages can be broadly classified into the following categories:

- Synchronous messages
- Asynchronous Messages
- Create message
- Delete Message
- Self-Message
- Reply Message

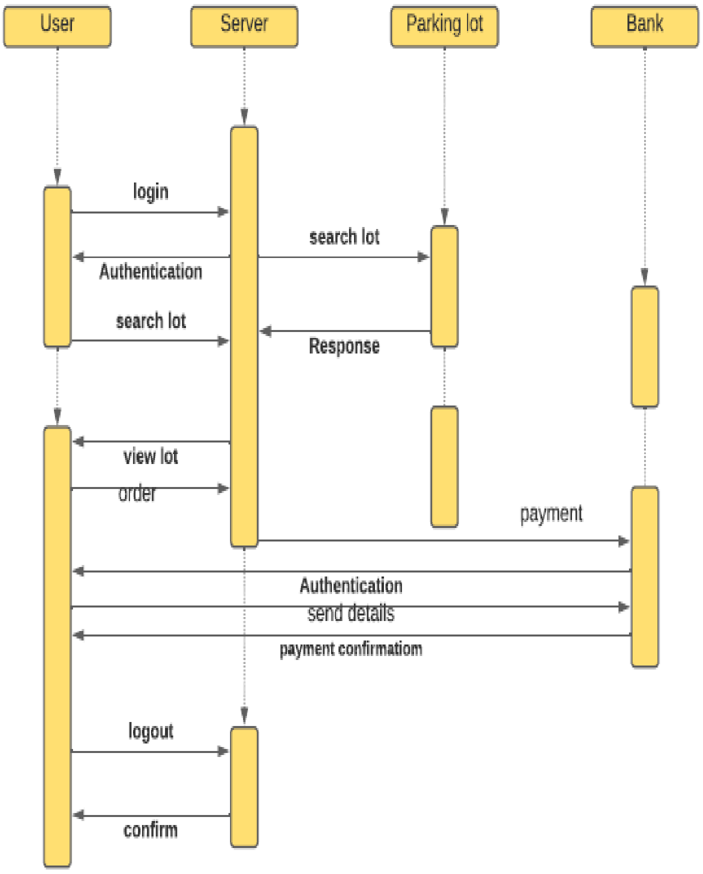
- Found Message
- Lost Message

iv. **Guards –** To model conditions we use guards in UML. They are used when we need to restrict the flow of messages on the pretext of a condition being met. Guards play an important role in letting software developers know the constraints attached to a system or a particular process.

Uses of sequence diagrams –

- Used to model and visualize the logic behind a sophisticated function, operation or procedure.
- They are also used to show details of UML use case diagrams.
- Used to understand the detailed functionality of current or future systems.
- Visualize how messages and tasks move between objects or components in a system.

Sequence


User
Server
Parking lot
Bank
login
search lot
Authentication
search lot
Response
view lot
order
payment
Authentication
send details
payment confirmatiom
logout
confirm

ACTIVITY DIAGRAM

An activity diagram is a behavioral diagram i.e. it depicts the behavior of a system. An activity diagram portrays the control flow from a start point to a finish point showing the various decision paths that exist while the activity is being executed.

Benefits of activity diagram

Activity diagrams present a number of benefits to users. Consider creating an activity diagram to:

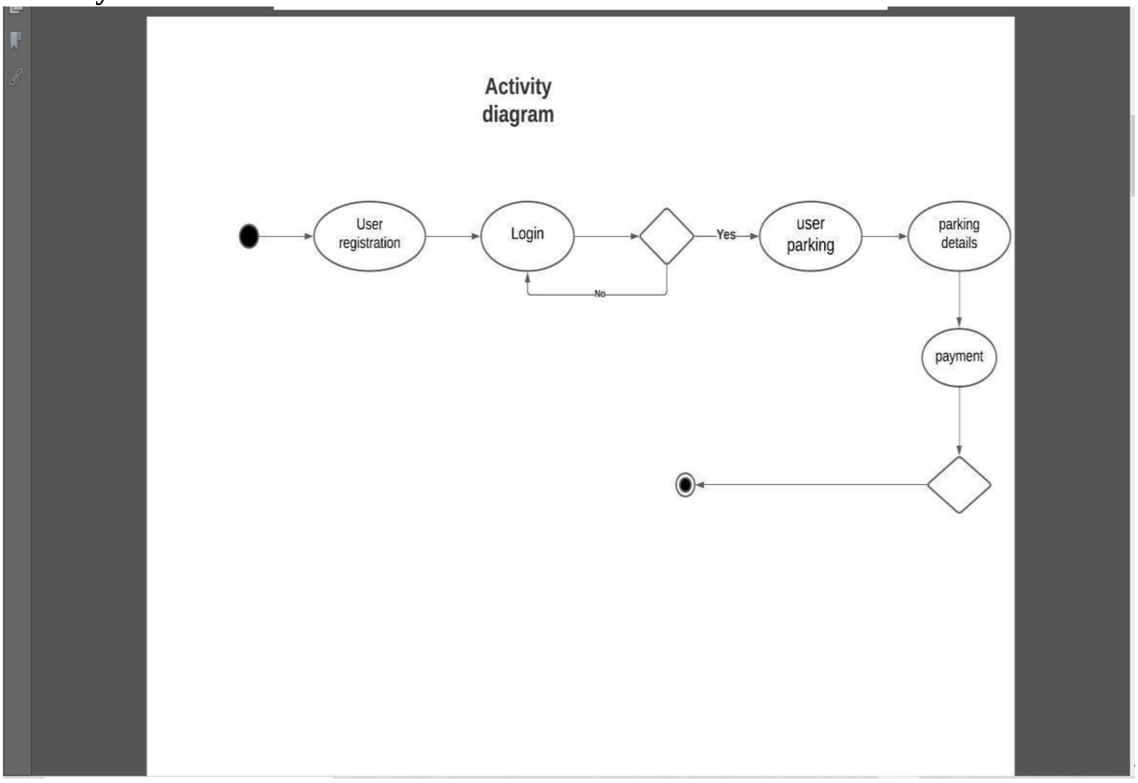
- Demonstrate the logic of an algorithm.
- Describe the steps performed in a UML use case.
- Illustrate a business process or workflow between users and the system.
- Simplify and improve any process by clarifying complicated use cases.
- Model software architecture elements, such as method, function, and operation.

Basic components of an activity diagram

Before you begin making an activity diagram, you should first understand its makeup. Some of the most common components of an activity diagram include:

- **Action:** A step in the activity wherein the users or software perform a given task. In Lucidchart, actions are symbolized with round-edged rectangles.
- **Decision node:** A conditional branch in the flow that is represented by a diamond. It includes a single input and two or more outputs.
- **Control flows:** Another name for the connectors that show the flow between steps in the diagram.
- **Start node:** Symbolizes the beginning of the activity. The start node is represented by a black circle.
- **End node:** Represents the final step in the activity. The end node is represented by an outlined black circle.

Activity



COMPONENT DIAGRAM

Component diagram is a special kind of diagram in UML. Thus from that point of view, component diagrams are used to visualize the physical components in a system. These components are libraries, packages, files, etc. Component diagrams can also be described as a static implementation view of a system.

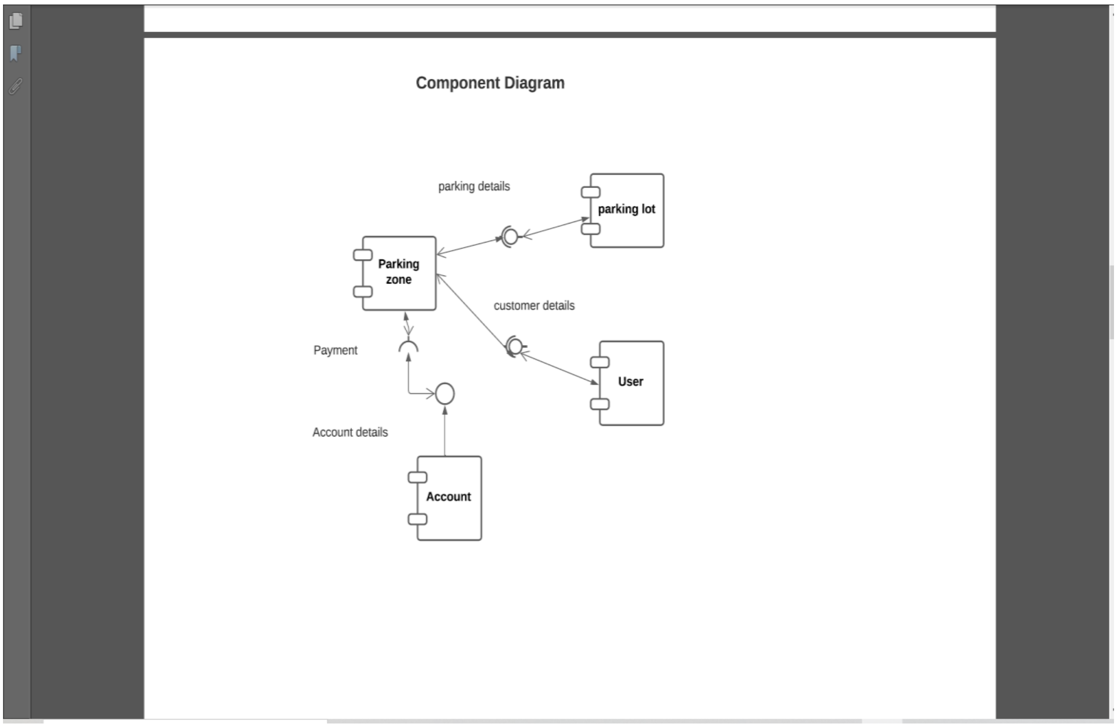
Purpose of Component Diagrams

Component diagram is a special kind of diagram in UML. The purpose is also different from all other diagrams discussed so far. It does not describe the functionality of the system but it describes the components used to make those functionalities. Thus from that point of view, component diagrams are used to visualize the physical components in a system. These components are libraries, packages, files, etc. Component diagrams can also be described as a static implementation view of a system. Static implementation represents the organization of the components at a particular moment. A single component diagram cannot represent the entire system but a collection of diagrams is used to represent the whole.

The purpose of the component diagram can be summarized as −

- Visualize the components of a system.
- Construct executables by using forward and reverse engineering.
- Describe the organization and relationships of the components.

Component



STATE CHART DIAGRAM

The name of the diagram itself clarifies the purpose of the diagram and other details. It describes different states of a component in a system. The states are specific to a component/object of a system. A State chart diagram describes a state machine. State machine can be defined as a machine which defines different states of an object and these states are controlled by external or internal events. Activity diagram explained in the next chapter, is a special kind of a State chart diagram. As State chart diagram defines the states, it is used to model the lifetime of an object.

Purpose of State chart Diagrams

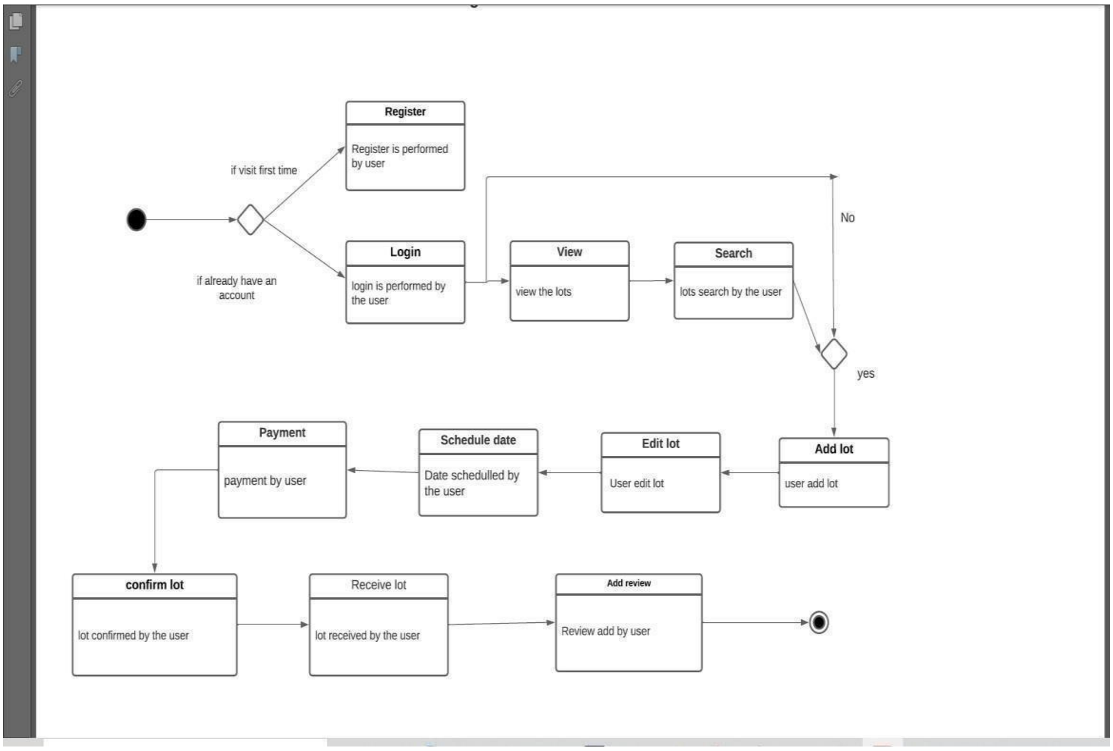
State chart diagram is one of the five UML diagrams used to model the dynamic nature of a system. They define different states of an object during its lifetime and these states are changed by events. State chart diagrams are useful to model the reactive systems. Reactive systems can be defined as a system that responds to external or internal events. State chart diagram describes the flow of control from one state to another state. States are defined as a condition in which an object exists and it changes when some event is triggered. The most important purpose of State chart diagram is to model lifetime of an object from creation to termination. State chart diagrams are also used for forward and reverse engineering of a system. However, the main purpose is to model the reactive system.

Following are the main purposes of using State chart diagrams −

- To model the dynamic aspect of a system.

- To model the life time of a reactive system.
- To describe different states of an object during its life time.
- Define a state machine to model the states of an object.

State Chart



OBJECT DIAGRAM

Object diagrams are derived from class diagrams so object diagrams are dependent upon class diagrams. Object diagrams represent an instance of a class diagram. The basic concepts are similar for class diagrams and object diagrams. Object diagrams also represent the static view of a system but this static view is a snapshot of the system at a particular moment. Object diagrams are used to render a set of objects and their relationships as an instance.

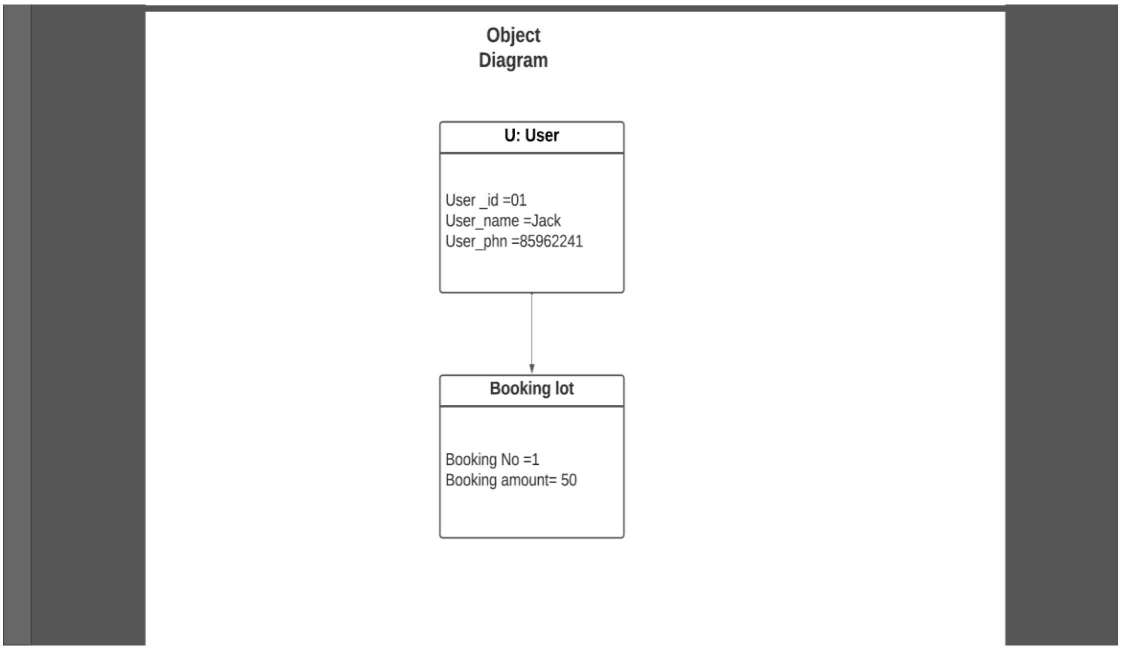
Purpose of Object Diagrams

The purpose of a diagram should be understood clearly to implement it practically. The purposes of object diagrams are similar to class diagrams. The difference is that a class diagram represents an abstract model consisting of classes and their relationships. However, an object diagram represents an instance at a particular moment, which is concrete in nature.It means the object diagram is closer to the actual system behavior. The purpose is to capture the static view of a system at a particular moment.

The purpose of the object diagram can be summarized as −

- Forward and reverse engineering.
- Object relationships of a system
- Static view of an interaction.

Object



DEPLOYMENT DIAGRAM

Deployment diagrams are used to visualize the topology of the physical components of a system, where the software components are deployed. Deployment diagrams are used to describe the static deployment view of a system. Deployment diagrams consist of nodes and their relationships.

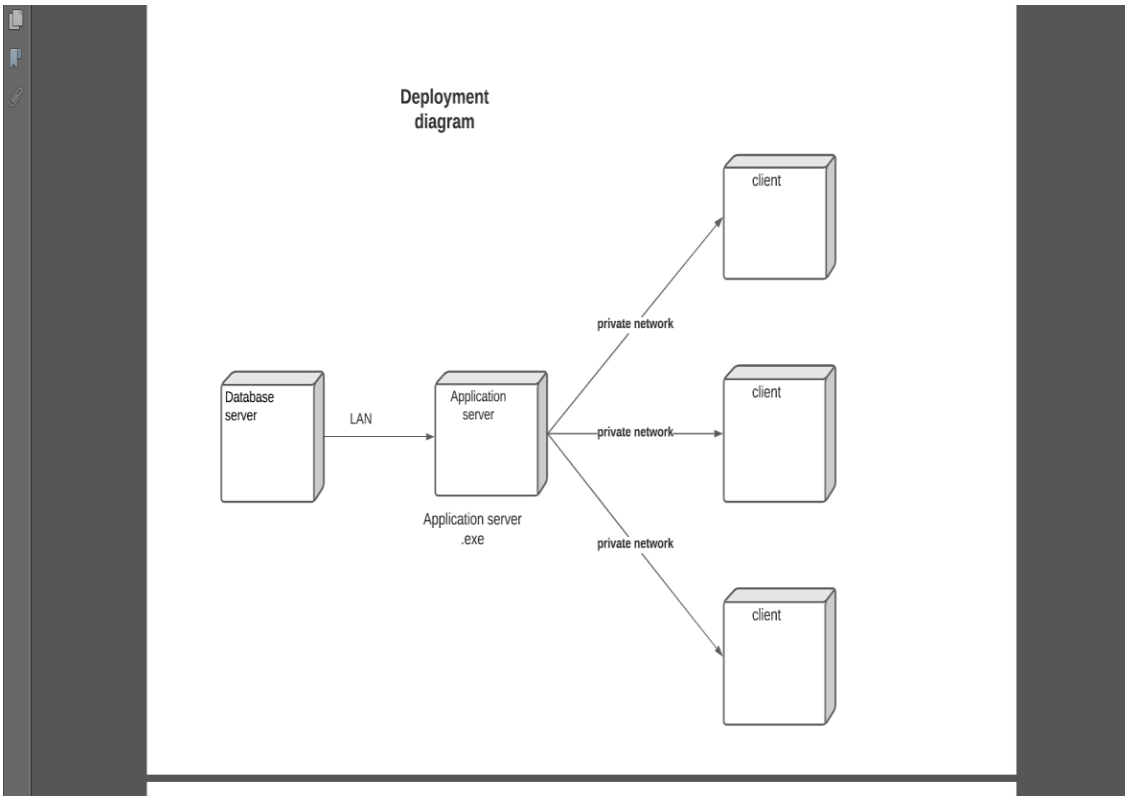
Purpose of Deployment Diagrams

The term Deployment itself describes the purpose of the diagram. Deployment diagrams are used for describing the hardware components, where software components are deployed. Component diagrams and deployment diagrams are closely related. Component diagrams are used to describe the components and deployment diagrams shows how they are deployed in hardware is mainly designed to focus on the software artifacts of a system. However, these two diagrams are special diagrams used to focus on software and hardware components. Most of the UML diagrams are used to handle logical components but deployment diagrams are made to focus on the hardware topology of a system. Deployment diagrams are used by the system engineers.

The purpose of deployment diagrams can be described as −

- Visualize the hardware topology of a system.
- Describe the hardware components used to deploy software components.
- Describe the runtime processing nodes.

Deployment



COLLABORATION DIAGRAM

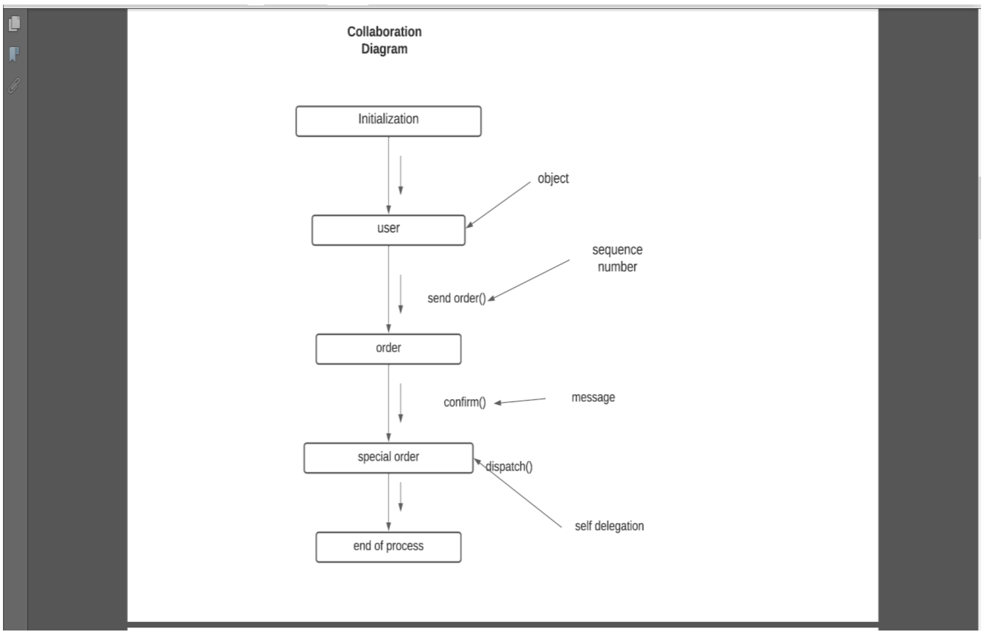
The collaboration diagram is used to show the relationship between the objects in a system. Both the sequence and the collaboration diagrams represent the same information but differently. Instead of showing the flow of messages, it depicts the architecture of the object residing in the system as it is based on object-oriented programming. An object consists of several features. Multiple objects present in the system are connected to each other. The collaboration diagram, which is also known asa communication diagram, is used to portray the object's architecture in the system.

Notations of a Collaboration Diagram

Following are the components of a component diagram that are enlisted below:

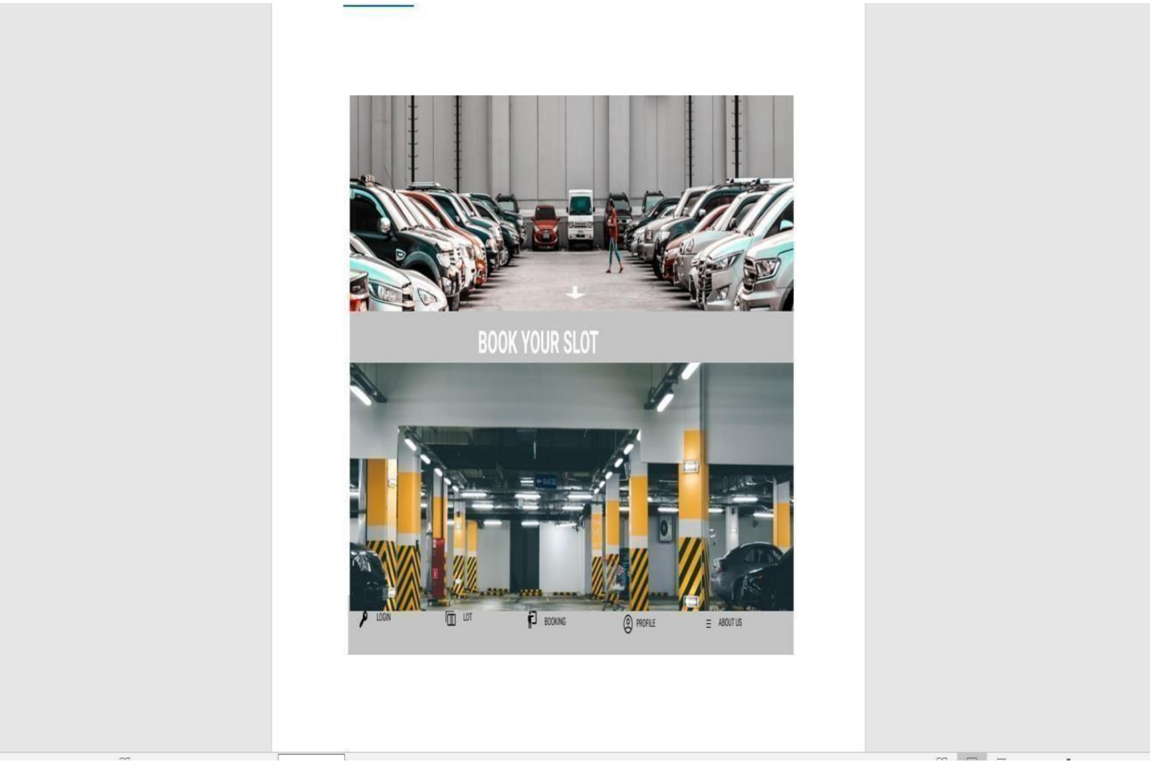
1. **Objects:** In the collaboration diagram, objects are utilized in the following ways:
   - The object is represented by specifying their name and class.
   - It is not mandatory for every class to appear.
   - A class may constitute more than one object.
   - In the collaboration diagram, firstly, the object is created, and then its class is specified.
   - To differentiate one object from another object, it is necessary to name them.
2. **Actors:** In the collaboration diagram, the actor plays the main role as it invokes the interaction. Each actor has its respective role and name. In this, one actor initiates the use case.
3. **Links:** The link is an instance of association, which associates the objects and actors. It portrays a relationship between the objects through which the messages are sent. It is represented by a solid line. The link helps an object to connect with or navigate to another object, such that the message flows are attached to links.
4. **Messages:** It is a communication between objects which carries information and includes a sequence number, so that the activity may take place. It is represented by a labeled arrow, which is placed near a link. The messages are sent from the sender to the receiver, and the direction must be navigable in that particular direction. The receiver must understand the message.

Collaboration

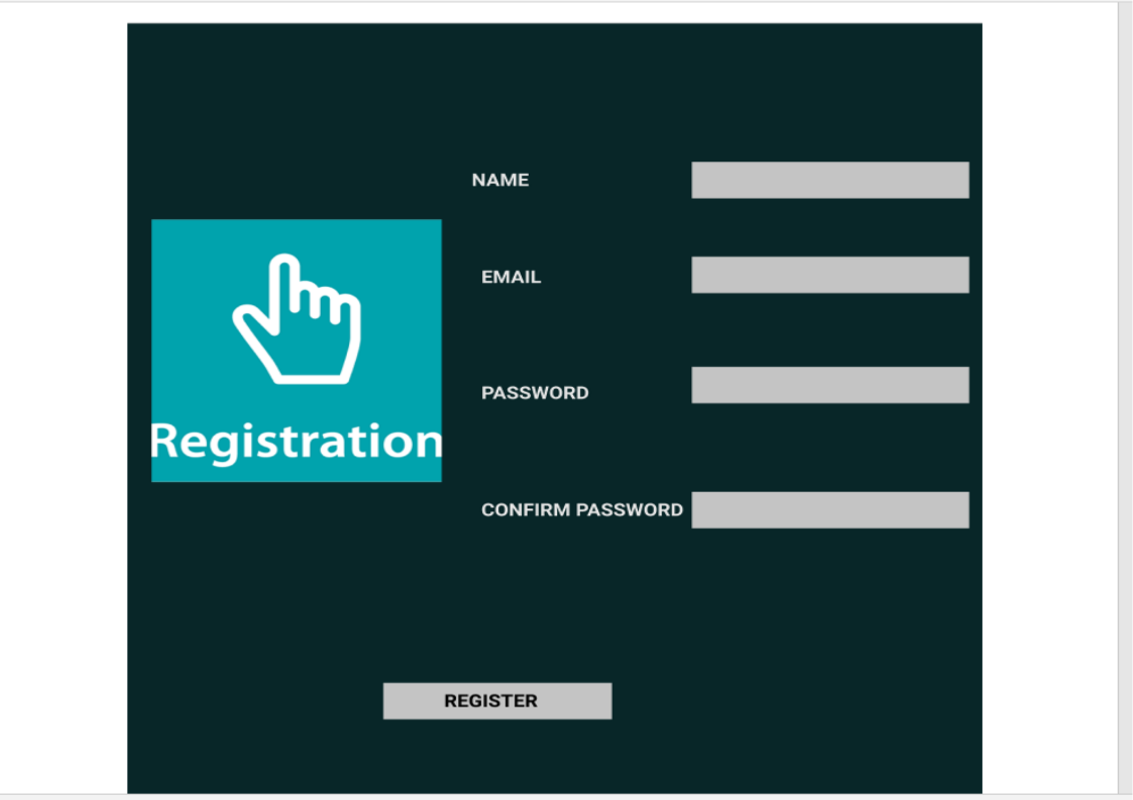


4.5 USER INTERFACE DESIGN

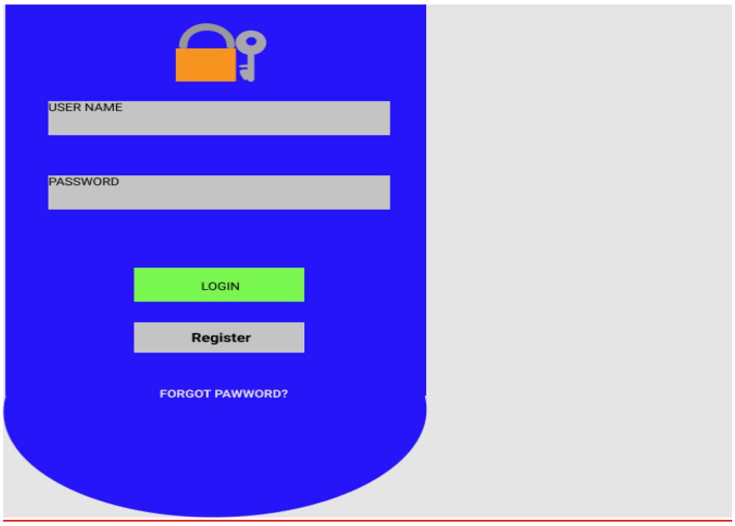
Form Name : Home page



Form Name: User Registration



Form Name : User Login



USER NAME

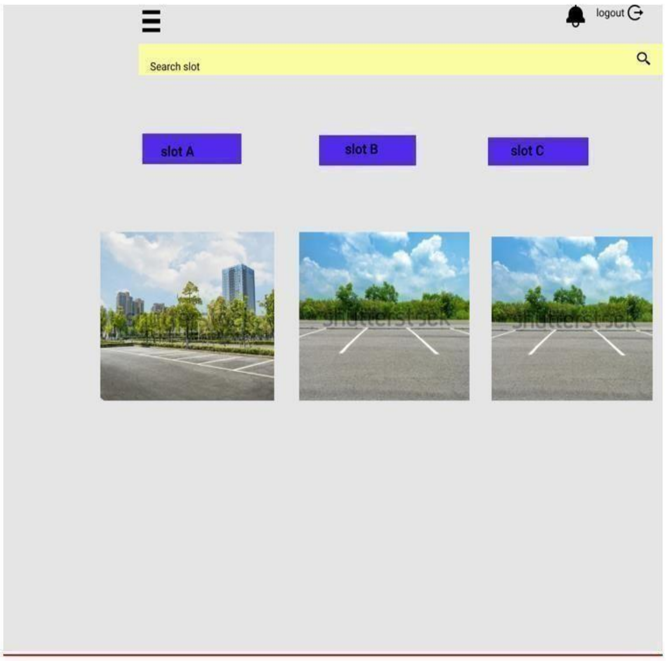
PASSWORD

LOGIN

Register

FORGOT PAWWORD?

Form Name : Slot Booking



DATABASE DESIGN

A database is an organized mechanism that has the capability of storing information through which a user can retrieve stored information in an effective and efficient manner. The data is the purpose of any database and must be protected.

The database design is a two level process. In the first step, user requirements are gathered together and a database is designed which will meet these requirements as clearly as possible. This step is called Information Level Design and it is taken independent of any individual DBMS.

In the second step, this Information level design is transferred into a design for the specific DBMS that will be used to implement the system in question. This step is called Physical Level Design, concerned with the characteristics of the specific DBMS that will be used. A database design runs parallel with the system design. The organization of the data in the database is aimed to achieve the following two major objectives.

- Data Integrity
- Data independence

Relational Database Management System (RDBMS)

A relational model represents the database as a collection of relations. Each relation resembles a table of values or file of records. In formal relational model terminology, a row is called a tuple, a column header is called an attribute and the table is called a relation. A relational database consists of a collection of tables, each of which is assigned aunique name. A row in a tale represents a set of related values.

Relations, Domains & Attributes

A table is a relation. The rows in a table are called tuples. A tuple is an ordered set of n elements. Columns are referred to as attributes. Relationships have been set between every table in the database. This ensures both Referential and Entity Relationship Integrity. A domain D is a set of atomic values. A common method of specifying a domain is to specify a data type from which the data values forming the domain are drawn. It is also useful to specify a name for the domain to help in interpreting its values.

Every value in a relation is atomic, that is not decomposable.

Relationships

- Table relationships are established using Key. The two main keys of prime importance are Primary Key & Foreign Key. Entity Integrity and Referential Integrity Relationships can be established with these keys.
- Entity Integrity enforces that no Primary Key can have null values.
- Referential Integrity enforces that no Primary Key can have null values.
- Referential Integrity for each distinct Foreign Key value, there must exist a matching Primary Key value in the same domain. Other key are Super Key and Candidate Keys.

Normalization

Data are grouped together in the simplest way so that later changes can be made with minimum impact on data structures. Normalization is formal process of data structures in manners that eliminates redundancy and promotes integrity. Normalization is a technique of separating redundant fields and breaking up a large table into a smaller one. It is also used to avoid insertion, deletion, and updating anomalies. Normal form in data modelling use two concepts, keys and relationships. A key uniquely identifies a row in a table. There are two types of keys, primary key and foreign key. A primary key is an element or a combination of elements in a table whose purpose is to identify records from the same table. A foreign key is a column in a table that uniquely identifies record from a different table. All the tables have been normalized up to the third normal form.

As the name implies, it denotes putting things in the normal form. The application developer via normalization tries to achieve a sensible organization of data into proper tables and columns and where names can be easily correlated to the data by the user. Normalization eliminates repeating groups at data and thereby avoids data redundancy which proves to be a great burden on the computer resources. These include:

- ✓ Normalize the data.
- ✓ Choose proper names for the tables and columns.
- ✓ Choose the proper name for the data.

First Normal Form

The First Normal Form states that the domain of an attribute must include only atomic values and that the value of any attribute in a tuple must be a single value from the domain of that attribute. In other words 1NF disallows “relations within relations” or “relations as attribute values within tuples”. The only attribute values permitted by 1NF are single atomic or indivisible values. The first step is to put the data into First Normal Form. This can be donor by moving data into separate tables where the data is of similar type in each table. Each table is given a Primary Key or Foreign Key as per requirement of the project. In this we form new relations for each non-atomic attribute or nested relation. This eliminated repeating groups of data. A relation is said to be in first normal form if only if it satisfies the constraints that contain the primary key only.

Second Normal Form

According to Second Normal Form, for relations where primary key contains multiple attributes, no non-key attribute should be functionally dependent on a part of the primary key. In this we decompose and setup a new relation for each partial key with its dependent attributes. Make sure to keep a relation with the original primary key and any attributes that are fully functionally dependent on it. This step helps in taking out data that is only dependent on a part of the key. A relation is said to be in second normal form if and only if it satisfies all the first normal form conditions for the primary key and every non-primary key attributes of the relation is fully dependent on its primary key alone.

Third Normal Form

According to Third Normal Form, Relation should not have a non-key attribute functionally determined by another non-key attribute or by a set of non-key attributes. That is, there should be no transitive dependency on the primary key. In this we decompose and set up relation that includes the non-key attributes that functionally determines other non-key attributes. This step is taken to get rid of anything that does notdepend entirely on the Primary Key. A relation is said to be in third normal form if only if it is in second normal form and more over the non key attributes of the relation should not be depend on other non-key attribute.

TABLE DESIGN

Table 1
Tbl_login

Primary key : **id**

SL No.	Field Name	Data Type	Constraints	Size	Description
1.	Id	Varchar	Primary key	30	Login id
2.	Username	Varchar	Not null	30	Username
3.	Password	Varchar	Not null	10	Password

Table 2
Tbl_registration

Primary key : **id**

SL No.	Field Name	Data Type	Constraints	Size	Description
1.	Id	Varchar	Primary key	30	Registration id
2.	Name	Varchar	Not null	30	Name
3.	Phone	Int	Not null	10	Phone
4.	Password	Varchar	Not null	30	Password

Table 3

Booking Details

Primary Key : **b_id**

SL No.	Field Name	Data Type	Constraints	Size	Description
1.	b.id	Varchar	Primary key	30	Booking id
2.	Theater name	Varchar	Not null	30	Name
3.	Vehicle Type	Varchar	Not null	30	Vehicle Type
4.	Amount	Int	Not null	30	Amount
5.	Vehicle Number	Varchar	Not null	30	Vehicle Number
6.	Slot	Varchar	Not null	30	Slot
7.	Date	date	Not null	30	Date

CHAPTER 5

SYSTEM TESTING

INTRODUCTION

Software Testing is the process of executing software in a controlled manner, in order to answer the question - Does the software behave as specified? Software testing is often used in association with the terms verification and validation. Validation is the checking or testing of items, includes software, for conformance and consistency with an associated specification. Software testing is just one kind of verification, which also uses techniques such as reviews, analysis, inspections, and walkthroughs. Validation is the process of checking that what has been specified is what the user actually wanted.

Other activities which are often associated with software testing are static analysis and dynamic analysis. Static analysis investigates the source code of software, looking for problems and gathering metrics without actually executing the code. Dynamic analysis looks at the behavior of software while it is executing, to provide information such as execution traces, timing profiles, and test coverage information.

Testing is a set of activity that can be planned in advanced and conducted systematically. Testing begins at the module level and work towards the integration of entire computers based system. Nothing is complete without testing, as it vital success of the system testing objectives, there are several rules that can serve as testing objectives. They are:

Testing is a process of executing a program with the intent of finding an error.

- A good test case is one that has high possibility of finding an undiscovered error.
- A successful test is one that uncovers an undiscovered error.

If a testing is conducted successfully according to the objectives as stated above, it would uncover errors in the software. Also testing demonstrate that the software function appear to be working according to the specification, that performance requirement appear to have been met.

There are three ways to test program.

- For correctness
- For implementation efficiency
- For computational complexity

Test for correctness are supposed to verify that a program does exactly what it was designed to do. This is much more difficult than it may at first appear, especially for large programs.

TEST PLAN

A test plan implies a series of desired course of action to be followed in accomplishing various testing methods. The Test Plan acts as a blue print for the action that is to be followed. The software engineers create a computer program, its documentation and related data structures. The software developers is always responsible for testing the individual units of the programs, ensuring that each performs the function for which it was designed. There is an independent test group (ITG) which is to remove the inherent problems associated with letting the builder to test the thing that has been built. The specific objectives of testing should be stated in measurable terms. So that the mean time to failure, the cost to find and fix the defects, remaining defect density or frequency of occurrence and test work-hours per regression test all should be stated within the test plan.

The levels of testing include:

- Unit testing
- Integration Testing
- Data validation Testing
- Output Testing

Unit Testing

Unit testing focuses verification effort on the smallest unit of software design – the software component or module. Using the component level design description as a guide, important control paths are tested to uncover errors within the boundary of the module. The relative complexity of tests and uncovered scope established for unit testing. The unit testing is white-box oriented, and step can be conducted in parallel for multiple components. The modular interface is tested to ensure that information properly flows into and out of the program unit under test. The local data structure is examined to ensure that data stored temporarily maintains its integrity during all steps in an algorithm's execution. Boundary conditions are tested to ensure that all statements in a module have been executed at least once. Finally, all error handling paths are tested.

Selenium Test Case

Test Case 1

Project Name: Online Theater Vehicle Parking System					
Login Test Case					
Test Case ID: Fun_1			**Test Designed By:Jasmin Joseph**		
Test Priority(Low/Medium/High): High			**Test Designed Date:** 19-05-2022		
Module Name: Login Screen			**Test Executed By : Ms.Rini Kurian**		
Test Title : Verify login with validemail and password			**Test Execution Date:** 19-05-2022		
Description: Test the Login Page					
Pre-Condition : User has valid email id and password					
Step	**Test Step**	**Test Data**	**Expected Result**	**Actual Result**	**Status(Pass/Fail)**
1	Navigation toLogin Page		Login Page should be displayed	Login page displayed	Pass
2	Provide Valid Email Id	User Name: jas	User should beable to Login	User Logged inand navigated to Subadmin Dashboard with records	Pass
3	Provide Valid Password	Password: Jasmin@123			
4	Click on Sign In button				
5	Provide Invalid Email Id or password	Email Id: user@gmail.Com Password: User1234	User shouldnot be able to Login	Message for enter valid email id or password displayed	Pass
6	Provide Null Email Id or Password	Email Id: null Password: null			
7	Click on Sign In button				
Post-Condition: User is validated with database and successfully login into account.The Account session details are logged in database					

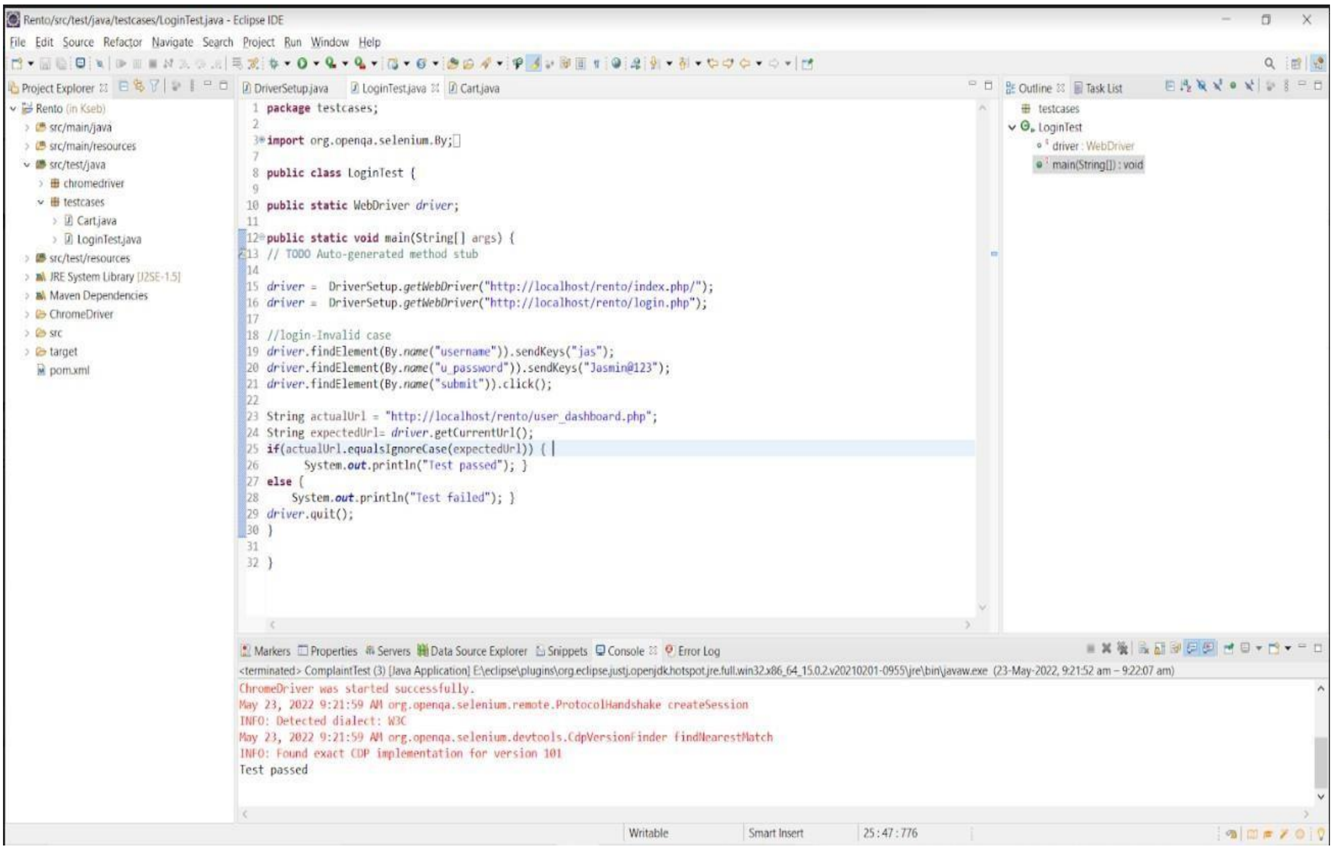
Selenium Test Case

Selenium has established itself as one of the most popular automation testing frameworks within the software community. Comprising a suite of tools IDE, RC, WebDriver and grid

Selenium has quickly established itself as a market leader in the test automation sector selenium is basically used to automate the testing across various web browsers it supports various browsers like Mozilla, Chrome, Firefox, Safari and you can very easily automate browser testing across these browsers using Selenium WebDriver.

```
package testcases;

import
org.openqa.selenium.By
; import
org.openqa.selenium.We
bDriver;

import

chromedriver.Driv

erSetup;public

class LoginTest {

public static WebDriver driver;

public static void main(String[] args) {
// TODO Auto-generated method stub

driver =
DriverSetup.getWebDriver("http://localhost/rento/index.php/
");driver =
DriverSetup.getWebDriver("http://localhost/rento/login.php"
);

//login-Invalid case
driver.findElement(By.name("username")).sendKeys("jas");
driver.findElement(By.name("u_password")).sendKeys("Jasmin@
123");driver.findElement(By.name("submit")).click();

String actualUrl =
"http://localhost/rento/user_dashboard.php";
String expectedUrl= driver.getCurrentUrl();
if(actualUrl.equalsIgnoreCase(expectedUrl)) {
         System.out.println("Test passed"); }
else {
       System.out.println("Test failed"); }
driver.quit();
}}
```

Output



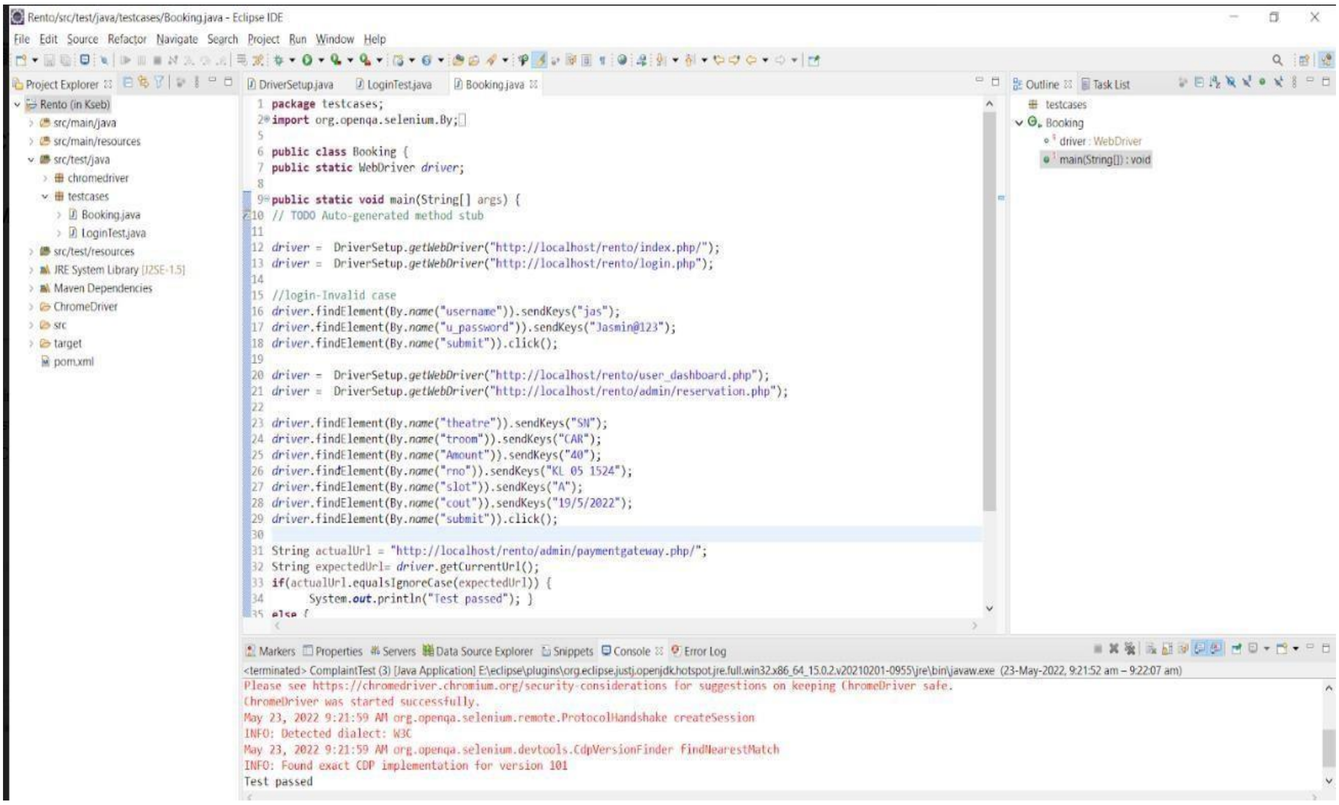
```
package testcases;

import org.openqa.selenium.By;

public class LoginTest {

public static WebDriver driver;

public static void main(String[] args) {
// TODO Auto-generated method stub

driver =  DriverSetup.getWebDriver("http://localhost/rento/index.php/");
driver =  DriverSetup.getWebDriver("http://localhost/rento/login.php");

//login-Invalid case
driver.findElement(By.name("username")).sendKeys("jas");
driver.findElement(By.name("u_password")).sendKeys("Jasmin@123");
driver.findElement(By.name("submit")).click();

String actualUrl = "http://localhost/rento/user_dashboard.php";
String expectedUrl= driver.getCurrentUrl();
if(actualUrl.equalsIgnoreCase(expectedUrl)) {
      System.out.println("Test passed"); }
else {
    System.out.println("Test failed"); }
driver.quit();
}

}
```

```
<terminated> ComplaintTest (3) [Java Application] E:\eclipse\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_15.0.2.v20210201-0955\jre\bin\javaw.exe  (23-May-2022, 9:21:52 am – 9:22:07 am)
ChromeDriver was started successfully.
May 23, 2022 9:21:59 AM org.openqa.selenium.remote.ProtocolHandshake createSession
INFO: Detected dialect: W3C
May 23, 2022 9:21:59 AM org.openqa.selenium.devtools.CdpVersionFinder findNearestMatch
INFO: Found exact CDP implementation for version 101
Test passed
```

Booking

```
package testcases;
import
org.openqa.selenium.By;
import
org.openqa.selenium.WebDri
ver;import
chromedriver.DriverSetup;

public class Booking {
public static WebDriver driver;

public static void main(String[] args) {
// TODO Auto-generated method stub

driver =
DriverSetup.getWebDriver("http://localhost/rento/index.php/");
driver =
DriverSetup.getWebDriver("http://localhost/rento/login.php");

//login-Invalid case
driver.findElement(By.name("username")).sendKeys("jas");
driver.findElement(By.name("u_password")).sendKeys("Jasmin@123")
driver.findElement(By.name("submit")).click();

driver =
DriverSetup.getWebDriver("http://localhost/rento/user_dashboard.php");
driver =
DriverSetup.getWebDriver("http://localhost/rento/admin/reservation.php")
;

driver.findElement(By.name("theatre")).sendKeys
("SN");
driver.findElement(By.name("troom")).sendKeys("
CAR");
driver.findElement(By.name("Amount")).sendKeys(
"40");



driver.findElement(By.name("rno")).sendKeys("KL
05 1524");
driver.findElement(By.name("slot")).sendKeys("A
");
driver.findElement(By.name("cout")).sendKeys("19
/5/2022");
driver.findElement(By.name("submit")).click();
      String actualUrl =
"http://localhost/rento/admin/paymentgateway.php/";String
expectedUrl= driver.getCurrentUrl();
if(actualUrl.equalsIgnoreCase(expectedUrl)) {
         System.out.println("Test passed"); }
else {
       System.out.println("Test failed"); }
driver.quit();
}

}
```

Output



```
package testcases;
import org.openqa.selenium.By;

public class Booking {
public static WebDriver driver;

public static void main(String[] args) {
// TODO Auto-generated method stub

driver =  DriverSetup.getWebDriver("http://localhost/rento/index.php/");
driver =  DriverSetup.getWebDriver("http://localhost/rento/login.php");

//login-Invalid case
driver.findElement(By.name("username")).sendKeys("jas");
driver.findElement(By.name("u_password")).sendKeys("Jasmin@123");
driver.findElement(By.name("submit")).click();

driver =  DriverSetup.getWebDriver("http://localhost/rento/user_dashboard.php");
driver =  DriverSetup.getWebDriver("http://localhost/rento/admin/reservation.php");

driver.findElement(By.name("theatre")).sendKeys("SN");
driver.findElement(By.name("troom")).sendKeys("CAR");
driver.findElement(By.name("Amount")).sendKeys("40");
driver.findElement(By.name("rno")).sendKeys("KL 05 1524");
driver.findElement(By.name("slot")).sendKeys("A");
driver.findElement(By.name("cout")).sendKeys("19/5/2022");
driver.findElement(By.name("submit")).click();

String actualUrl = "http://localhost/rento/admin/paymentgateway.php/";
String expectedUrl= driver.getCurrentUrl();
if(actualUrl.equalsIgnoreCase(expectedUrl)) {
      System.out.println("Test passed"); }
else {
```

```
<terminated> ComplaintTest (3) [Java Application] E:\eclipse\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_15.0.2.v20210201-0955\jre\bin\javaw.exe  (23-May-2022, 9:21:52 am – 9:22:07 am)
Please see https://chromedriver.chromium.org/security-considerations for suggestions on keeping ChromeDriver safe.
ChromeDriver was started successfully.
May 23, 2022 9:21:59 AM org.openqa.selenium.remote.ProtocolHandshake createSession
INFO: Detected dialect: W3C
May 23, 2022 9:21:59 AM org.openqa.selenium.devtools.CdpVersionFinder findNearestMatch
INFO: Found exact CDP implementation for version 101
Test passed
```

Integration Testing

Integration testing is systematic technique for constructing the program structure while at the same time conducting tests to uncover errors associated with interfacing. The objective is to take unit tested components and build a program structure that has been dictated by design. The entire program is tested as whole. Correction is difficult because isolation of causes is complicated by vast expanse of entire program. Once these errors are corrected, new ones appear and the process continues in a seemingly endless loop. After performing unit testing in the System all the modules were integrated to test for any inconsistencies in the interfaces. Moreover differences in program structures were removed and a unique program structure was evolved.

Validation Testing or System Testing

This is the final step in testing. In this the entire system was tested as a whole with all forms. code, modules and class modules. This form of testing is popularly known as Black Box testing or System tests.

Black Box testing method focuses on the functional requirements of the software. That is, Black Box testing enables the software engineer to derive sets of input conditions that will fully exercise all functional requirements for a program.

Black Box testing attempts to find errors in the following categories; incorrect or missing functions, interface errors, errors in data structures or external data access, performance errors and initialization errors and termination errors.

Output Testing or User Acceptance Testing

The system considered is tested for user acceptance; here it should satisfy the firm's need. The software should keep in touch with perspective system; user at the time of developing and making changes whenever required. This done with respect to the following points:

- ➢ Input Screen Designs,
- ➢ Output Screen Designs,

The above testing is done taking various kinds of test data. Preparation of test data plays a vital role in the system testing. After preparing the test data, the system under study is tested using that test data. While testing the system by which test data errors are again uncovered and corrected by using above testing steps and corrections are also noted for future use.

CHAPTER 6

IMPLEMENTATION

INTRODUCTION

Implementation is the stage of the project where the theoretical design is turned into a working system. It can be considered to be the most crucial stage in achieving a successful new system gaining the users confidence that the new system will work and will be effective and accurate. It is primarily concerned with user training and documentation. Conversion usually takes place about the same time the user is being trained or later. Implementation simply means convening a new system design into operation, which is the process of converting a new revised system design into an operational one.

At this stage the main work load, the greatest upheaval and the major impact on the existing system shifts to the user department. If the implementation is not carefully planned or controlled, it can create chaos and confusion.

Implementation includes all those activities that take place to convert from the existing system to the new system. The new system may be a totally new, replacing an existing manual or automated system or it may be a modification to an existing system. Proper implementation is essential to provide a reliable system to meet organization requirements. The process of putting the developed system in actual use is called system implementation. This includes all those activities that take place to convert from the old system to the new system. The system can be implemented only after through testing is done and if it is found to be working according to the specifications. The system personnel check the feasibility of the system. The more complex the system being implemented, the more involved will be the system analysis and design effort required to implement the three main aspects: education and training, system testing and changeover.

The implementation state involves the following tasks:

- Careful planning.
- Investigation of system and constraints.
- Design of methods to achieve the changeover.

IMPLEMENTATION PROCEDURES

Implementation of software refers to the final installation of the package in its real environment, to the satisfaction of the intended uses and the operation of the system. In many organizations someone who will not be operating it, will commission the software development project. In the initial stage people doubt about the software but we have to ensure that the resistance does not build up, as one has to make sure that:

- The active user must be aware of the benefits of using the new system.
- Their confidence in the software is built up.
- Proper guidance is imparted to the user so that he is comfortable in using the application.

Before going ahead and viewing the system, the user must know that for viewing the result, the server program should be running in the server. If the server object is not up running on the server, the actual process won’t take place.

User Training

User training is designed to prepare the user for testing and converting the system. To achieve the objective and benefits expected from computer based system, it is essential for the people who will be involved to be confident of their role in the new system. As system becomes more complex, the need for training is more important. By user training the user comes to know how to enter data, respond to error messages, interrogate the database and call up routine that will produce reports and perform other necessary functions.

Training on the Application Software

After providing the necessary basic training on computer awareness the user will have to be trained on the new application software. This will give the underlying philosophy of theuse of the new system such as the screen flow, screen design type of help on the screen, type of errors while entering the data, the corresponding validation check at each entry andthe ways to correct the date entered. It should then cover information needed by the specificuser/ group to use the system or part of the system while imparting the training of the program on the application. This training may be different across different user groups andacross different levels of hierarchy

System Maintenance

Maintenance is the enigma of system development. The maintenance phase of the software cycle is the time in which a software product performs useful work. After a system is successfully implemented, it should be maintained in a proper manner. System maintenance is an important aspect in the software development life cycle. The need for system maintenance is for it to make adaptable to the changes in the system environment. Software maintenance is of course, far more than "Finding Mistakes".

CHAPTER 7

CONCLUSION AND FUTURE SCOPE

7.1 CONCLUSION

The current system working technology is old fashioned and there is no usage of commonly used technologies like internet, digital money. The proposed system introduces facility for customer to book service online and view all information. It is best to develop an integrated parking management plan which includes a complementary set of strategies that meet the needs for a particular situation. A typical plan includes strategies that increase parking facility efficiency by sharing ,regulating and pricing, implement over flow parking plans, improveuser information, and improving parking facility design and operation to improve user convenience and safety and reduce negative impacts.

FUTURE SCOPE

- The proposed system is designed in such a way that the payment should be done in online mode.
- Customers can able to view advanced options
- Customers can able to add complaints and feedbacks etc.
- customers can able to view project details.
- Data security can be enhanced.

CHAPTER 8

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CHAPTER 9

APPENDIX

Sample Code

LOGIN

```
<!DOCTYPE html>
<html>

<head>
<meta charset="utf-8" />
<title>Login</title>
<link rel="stylesheet" href="style.css" />
</head>

<body>
<?php
require('db.php');
session_start();
// When form submitted, check and create user session.
if (isset($_POST['submit'])) {
$username = stripslashes($_REQUEST['username']);         // removes backslashes
$username = mysqli_real_escape_string($con, $username);
$password = stripslashes($_REQUEST['u_password']);
$password = mysqli_real_escape_string($con, $password);
// Check user is exist in the database
        $query = "SELECT * FROM users WHERE username='$username' AND
u_password='$password'";
$result = mysqli_query($con, $query) or die(mysqli_error());
$rows = mysqli_num_rows($result);


if ($username == 'admin') {

            $query1 = "SELECT * FROM users WHERE username='$username' AND
u_password='$password'";
$result1 = mysqli_query($con, $query1) or die(mysqli_error($con));
$rows = mysqli_num_rows($result1);if
($rows == 1) {
$_SESSION['username'] = $username;
// redirect to admin dashboard header("Location:
userview.php");
}
} else {
            $query = "SELECT * FROM users WHERE username='$username'
ANDu_password='$password'";
$result = mysqli_query($con, $query) or die(mysqli_error($con));
$rows = mysqli_num_rows($result);


if ($rows == 1) {
$_SESSION['username'] = $username;
//  Redirect  to  user  dashboard  page  header("Location:
home_page.php");
} else {
echo "<div class='form'>
<h3>Incorrect Username/password.</h3><br/>
<p class='link'>Click here to <a href='login.php'>Login</a>

</div>";



}
} else {
?>
<form class="form" method="post" name="login">
<h1 class="login-title">Login</h1>
            <input    type="text"    class="login-input"
name="username" placeholder="Username" autofocus="true"
/>
            <input        type="password"        class="login-input"
name="u_password"placeholder="Password" />
<input type="submit" value="Login" name="submit" class="login-button"
/>
<p class="link">Don't have an account? <a
href="registration.php">Registration Now</a></p>


</form>
<img src="logo.png" alt="logo">
<?php
}
?>

</body>

</html>
```

RESERVATION

```
<?php
include    '../db.php';
session_start();
?>
<!DOCTYPE html>
<html xmlns="http://www.w3.org/1999/xhtml">


<head           <style>
.display {
margin-top: -35px;
margin-left: 95%;
color: white;
font-style: bold;
}
</style>
<meta charset="utf-8" />
<meta name="viewport" content="width=device-width, initial-scale=1, shrink-
to-fit=no">
<link rel="apple-touch-icon" sizes="76x76" href="./assets/img/apple-icon.png">
<link rel="icon" type="image/png" href="./assets/img/favicon.png">
<title>
User Dashboard
</title>
<!--  Fonts and icons     -->
<link rel="stylesheet" type="text/css"
href="https://fonts.googleapis.com/css?family=Roboto:300,400,500,700,9
00|Roboto+Slab:400,700" />

<!-- Nucleo Icons -->
<link href="./assets/css/nucleo-icons.css" rel="stylesheet" />
<link href="./assets/css/nucleo-svg.css" rel="stylesheet" />
<!-- Font Awesome Icons -->
  <script src=https://kit.fontawesome.com/42d5adcbca.js
crossorigin="anonymous"></script>

<!-- Material Icons -->
          <link
href="https://fonts.googleapis.com/icon?family=Material+Icons+Round"
```

```
<hr class="horizontal light mt-0 mb-2">
        <div class="collapse navbar-collapse w-auto max-height-vh-100"
id="sidenav-collapse-main">
<ul class="navbar-nav">
<li class="nav-item">
                    <a class="nav-link text-white active bg-gradient-
primary"href="user_dashboard.php">
<div class="text-white text-center me-2 d-flex align-items-center
justify-
content-                   <i class="material-icons opacity-10">dashboard</i>
center">                   </div>
                           <span class="nav-link-text ms-1">Dashboard</span>


</a>
</li>
<li class="nav-item">
<a class="nav-link text-white " href="#">
<div class="text-white text-center me-2 d-flex align-items-center
justify-
content-                  <i class="material-icons opacity-10">receipt_long</i>
center">                  </div>
                          <span class="nav-link-text ms-1">SLOT</span>
                          <select name="forma" onchange="location =
                          this.value;">
                          <option value="" disabled selected> </option>
                          <option value="./reservation.php">BOOK</option>
                          <option value="./profile.php">PROFILE</option>

                          <!--<option value="del.php">STATUS</option>-->
                          </select>

</a>
</li>
<li class="nav-item">
<a class="nav-link text-white " href="theatre.php">
<div class="text-white text-center me-2 d-flex align-items-center
justify-
content-
center">
```

```
<main class="main-content position-relative max-height-vh-100 h-100 border-
radius-lg
">

        <nav class="navbar navbar-main navbar-expand-lg px-0 mx-4 shadow-none
border-radius-xl" id="navbarBlur" navbar-scroll="true">
<div class="container-fluid py-1 px-3">
<nav aria-label="breadcrumb">
<ol class="breadcrumb bg-transparent mb-0 pb-0 pt-1 px-0 me-sm-6 me-
5">
<li class="breadcrumb-item text-sm"><a class="opacity-5 text-dark"
href="javascript:;">Pages</a></li>
                        <li class="breadcrumb-item text-sm text-dark active"
aria-current="page">Dashboard</li>
</ol>
<h6 class="font-weight-bolder mb-0">Dashboard</h6>
</nav>
<ul class="navbar-nav  justify-content-end">
<li class="nav-item d-flex align-items-center">
<a href="../logout.php">
<button type="button" class=" btn btn-primary float-
left">Logout</button>
</a>
</li>
</ul>
</div>
</nav>
</main>
<?php
//session_start();
if ($_SESSION['username']) {
echo "<p class=display>" . $_SESSION['username'] . "</p>";
}
?>
<form action="#" class="ts" method="post">
<div>
<h2>BOOKING INFORMATION</h2>

  <h6>THEATRE*</h6>
  <select class="se" name="theatre" class="form-control" required>
  <label>
```

```
    <option value="selected"></option>
    <option value="TWO WHEELER">TWO WHEELER</option>
    <option value="AUTO">AUTO</option>
    <option value="CAR">CAR</option>
    <option value="BUS">BUS</option>
</select>
<label>
    <h6>AMOUNT</h6>
</label>
<select class="se" name="Amount" class="form-control" required>
    <option value="selected"></option>
    <option value="10">10</option>
    <option value="25">25</option>
    <option value="40">40</option>
    <option value="50">50</option>
</select>
</label>



</select>
<label>
    <h6>REGISTRATION NUMBER<h6>
</label>
<input type="text" name="rno" class="se" required />
<label>
    <h6>LICENSE NUMBER*</h6>
</label>
<input type="text" name="licence_no" class="se" required />

<h6>SLOTS</h6>
<?php
$sql = "SELECT * from `slots`";
$result = mysqli_query($con, $sql);

if ($result) {

    while ($row = mysqli_fetch_assoc($result)) {
        if ($row["isvacant"] == 1) {
            echo '<label>
   <input type="radio" name="slot" value="' .
$row['slot_id'] . '" checked>

$row['slot_name'] . '</div>

} else {
echo "

                   <div style='padding:15px;background-
 .                 color:gray;'>"
 $row['slot_name'
 ] . "</div>       </label>";

 }
 echo '</tr>';
```

```
        }
    }
    ?>
    <br />
    <label>
        <h6>DATE</h6>
    </label>
    <input type="date" name="cout" class="se" class="form-control" />
    <input type="submit" name="submit" class="registerbtn" />
    <input type="submit" value="Cancel" name="cancel" class="registerbtn" />

    <?php

    if (isset($_POST["submit"])) {
        $u_name = $_SESSION['username'];
        echo ($u_name);
        $theatre = $_POST['theatre'];
        echo ($theatre);
        $troom = $_POST['troom'];
        $rno = $_POST['rno'];
        $licence = $_POST['licence_no'];
        $slot = $_POST['slot'];
        $amount = $_POST['Amount'];
        $cout  = $_POST['cout'];
        echo $newUser = "INSERT INTO
`roombook`(`username`,`theatre`,`Troom`,`Rno`,`license_no`,`Slot`,`Amount`,`Cout`)
                                            VALUES (
'$u_name','$theatre','$troom','$rno','$licence','$slot','$amount','$cout')";
        if (mysqli_query($con, $newUser)) {
            $sqlq = "UPDATE `slots` SET `isvacant`= 0 WHERE slot_id=$slot";
            mysqli_query($con, $sqlq);
            echo "<script type='text/javascript'> alert('Your Booking application
has been sent')
            window.location.href='payment.php';
            </script>";
        } else {
            echo "<script type='text/javascript'> alert('Error adding user in
database')</script>";

    </form>
</body>


</html>
```

REGISTRATION

```
<!DOCTYPE html>
<html>

<head>
    <meta charset="utf-8" />
    <title>Registration</title>
    <link rel="stylesheet" href="../rento/style.css" />
</head>

<body>
    <header>
        <div>
            <a href="index.php"><img src="images/1.png" alt="#" width="200" height="125"
/></a>
        </div>
    </header>
    <?php
    require('db.php');

    if (isset($_REQUEST['username'])) {

        $username = stripslashes($_REQUEST['username']);
        $username = mysqli_real_escape_string($con, $username);

         $email    = stripslashes($_REQUEST['email']);
        $email    = mysqli_real_escape_string($con, $email);

        $phone = stripslashes($_REQUEST['phone']);
        $phone = mysqli_real_escape_string($con, $phone);

        $password = stripslashes($_REQUEST['u_password']);
        $password = mysqli_real_escape_string($con, $password);
```

```
           $create_datetime = date("Y-m-d H:i:s");
        $query    = "INSERT into `users` (username,  email,phone, u_password
,create_datetime)
                     VALUES ('$username','$email', '$phone','$password',
'$create_datetime')";
        $result   = mysqli_query($con, $query);
        if ($result) {
            echo "<div class='form'>
                  <h3>You are registered successfully.</h3><br/>
                  <p class='link'>Click here to <a href='login.php'>Login</a></p>
                  </div>";
        } else {
            echo "<div class='form'>
                  <h3>Required fields are missing.</h3><br/>
                  <p class='link'>Click here to <a
href='registration.php'>registration</a> again.</p>
                  </div>";
        }
    } else {
    ?>
        <form class="form" action="" method="post" name="Registration">
            <br />
            <h1 class="login-title">Registration</h1>
            <input type="text" class="login-input" oninput="usercheck();" name="username"
placeholder="Name" required />
            <span style="color:red;" id="out_user"></span>

            <input type="text" class="login-input" oninput="mailcheck();" name="email"
placeholder="Email" required>
            <span style="color:red;" id="out_email"></span>

            <input type="text" class="login-input" oninput="mobilecheck();" name="phone"
placeholder="Phone" required>
            <span style="color:red;" id="out_phone"></span>

            <input type="password" class="login-input" oninput="passcheck();"
name="u_password" placeholder="Password">
            <span style="color:red;" id="out_password"></span>

            <input type="submit" name="submit" value="Register" class="login-button">
            <p class="link"><b>Already have an account?</b> <a href="login.php"><b>Login
here</b></a></p>
        </form>
    <?php
    }
    ?>
    <script src="validate.js"></script>
</body>

</html>
```

CONNECTION PAGE

```
<?php


    $con = mysqli_connect("localhost","root","","theater_db");

    if (mysqli_connect_errno()){
         echo "Failed to connect to MySQL: " . mysqli_connect_error();
    }
?>
```

VALIDATION

```
var username = document.getElementById('username');
var email = document.getElementById('email');
var phone = document.getElementById('phone');
var u_password = document.getElementById('u_password');

var outuser = document.Registration.username;
var outmail  =  document.Registration.email;
var outphone = document.Registration.phone;
var outpass = document.Registration.u_password;
//var outpass2=document.user_form.password1;
//username validation
function usercheck() {
  if (outuser.value.length >= 3) {
    out_user.innerHTML = "";
  } else {
    out_user.innerHTML = "Please enter a valid username";
    document.Registration.username.focus();
    return false;
  }
}
//email validation
function mailcheck() {
  if (outmail.value.match(/^\w+([\.-]?\w+)*@\w+([\.-]?\w+)*(\.\w{2,3})+$/)) {
    out_email.innerHTML = "";
  } else {
    out_email.innerHTML = "Please enter Valid email";
    document.Registration.email.focus();
    return false;
}
}
//phone number validation
function mobilecheck() {
  if (outphone.value.match(/^\(?([0-9]{3})\)?[-. ]?([0-9]{3})[-. ]?([0-9]{4})$/)) {
    out_phone.innerHTML = "";
  } else {

    out_phone.innerHTML = "Please enter Valid Mobile no:";
    document.Registration.phonenumber.focus();
  }
}
function passcheck() {
  if (outpass.value.match(/^[A-Za-z]\w{7,14}$/)) {
    out_password.innerHTML = "";
  } else {
    out_password.innerHTML = "6 to 20 characters which contain at least one numeric digit, one uppercase and one lowercase letter";
    document.Registration.u_password.focus();
  }
}
```

LOGOUT

```
<?php
    session_start();
    // Destroy session
    if(session_destroy()) {
        // Redirecting To Home Page
        header("Location: login.php");
    }
?>
```

MANAGE SLOT

```
<?php
include 'db.php';


if (isset($_POST['addnewslotSubmit'])) {
    $slotname = $_POST['slotname'];
    $insertSLot = "INSERT INTO `slots`( `slot_name`) VALUES ('$slotname')";
    $result = mysqli_query($con, $insertSLot);

    if ($result) {
        header("Location: manageslots.php");
        die();
    }
}
```

```
?>
<!doctype html>
<html lang="en">

<head>
    <!-- Required meta tags -->
    <meta charset="utf-8">

    <meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-
fit=no">

    <!-- Bootstrap CSS -->
    <link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/css/bootstrap.min.css">
    <!-- <link rel="stylesheet" type="text/css" href="cont.css"> -->

    <title>Manage Slots</title>
</head>

<body

<!-- Navbar -->
    <nav class="navbar navbar-expand-lg navbar-light bg-light">
        <div class="container-fluid">
            <a class="navbar-brand" href="#">Dashboard</a>
            <button class="navbar-toggler" type="button" data-bs-toggle="collapse"
data-bs-target="#navbarNav" aria-controls="navbarNav" aria-expanded="false" aria-
label="Toggle navigation">
                <span class="navbar-toggler-icon"></span>
            </button>
            <div class="collapse navbar-collapse" id="navbarNav">
                <ul class="navbar-nav">
                    <li class="nav-item">

                        <a class="nav-link active" aria-current="page"
href="userview.php">Home</a>
                    </li>
                    <li class="nav-item">
                        <a class="nav-link" href="manageslots.php">Slots</a>
                    </li>
                </ul>
            </div>
        </div>
    </nav>
```

```
<form class="m-4" method="post">
        <div class="mb-3">
            <label for="exampleInputEmail1" class="form-label">New slot
name</label>
            <input type="text" class="form-control" id="exampleInputEmail1"
name="slotname">
        </div>
        <button type="submit" name="addnewslotSubmit" class="btn btn-
primary">Submit</button>
    </form>
 <h4>SLots</h4>
<table class="table" align="center">


        <thead>
            <tr>
                <th scope="col">Slot Name</th>
                <th scope="col">Status</th>
            </tr>
        </thead>
        <tbody>

            <?php
            $sql = "SELECT * from `slots`";
            $result = mysqli_query($con, $sql);

            if ($result) {

                while ($row = mysqli_fetch_assoc($result)) {
                    echo '
  <td>' . $row["slot_name"] . '</td>';
                    if ($row["isvacant"] == 1) {
                        echo "<td>Vacant</td>";
                    } else {
                        echo "<td>Not Vacant</td>";
                    }
                    echo '
</tr>';
                }
            }
            ?>
```

```
</body>

</html>
```

USER VIEW

```
<?php
include 'db.php';
?>
<!doctype html>
<html lang="en">

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-
fit=no">

  <!-- Bootstrap CSS -->
  <link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/css/bootstrap.min.css">
  <!-- <link rel="stylesheet" type="text/css" href="cont.css"> -->

  <title>User View</title>
</head>

<body>


  <!-- Navbar -->
  <nav class="navbar navbar-expand-lg navbar-light bg-light">
    <div class="container-fluid">
      <a class="navbar-brand" href="userview.php">Dashboard</a>
      <button class="navbar-toggler" type="button" data-bs-toggle="collapse" data-
bs-target="#navbarNav" aria-controls="navbarNav" aria-expanded="false" aria-
label="Toggle navigation">
        <span class="navbar-toggler-icon"></span>
      </button>
      <div class="collapse navbar-collapse" id="navbarNav">
         <ul class="navbar-nav">
           <li class="nav-item">
             <a class="nav-link active" aria-current="page"
href="userview.php">Home</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="manageslots.php">Slots</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="logout.php">logout</a>
          </li>
        </ul>
    </div>
  </div>
</nav>


<table class="table" align="center">

  <thead>
    <tr>
      <th scope="col">Sl No</th>
      <th scope="col">Name</th>
      <th scope="col">EmailAddress</th>

      <th scope="col">Phone</th>
      <th scope="col">Address</th>
      <th scope="col">License_Number</th>
      <th scope="col">Country</th>
      <th scope="col">District</th>


    </tr>
  </thead>
  <tbody>

    <?php
    $sql = "SELECT * from `users`";
    $result = mysqli_query($con, $sql);

    if ($result) {

      while ($row = mysqli_fetch_assoc($result)) {
        $id = $row['id'];
        $username = $row['username'];
        $email = $row['email'];
        $phone = $row['phone'];
        $address = $row['u_address'];
        $license = $row['license'];
        $country = $row['country'];
        $district = $row['district'];

        echo ' <tr>
<th scope="row">' . $id . '</th>
<td>' . $username . '</td>
<td>' . $email . '</td>
<td>' . $phone . '</td>
<td>' . $address . '</td>
<td>' . $license . '</td>
<td>' . $country . '</td>
<td>' . $district . '</td>
</tr>';
            }
          }
          ?>

</body>

</html>
```

Add

```
<!DOCTYPE html>
<html>

<head>

<meta charset="utf-8" />
<meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-
fit=no">
<link rel="apple-touch-icon" sizes="76x76" href="./assets/img/apple-icon.png">
<link rel="icon" type="image/png" href="./assets/img/favicon.png">
<!--     Fonts and icons     -->
    <link rel="stylesheet" type="text/css"
href="https://fonts.googleapis.com/css?family=Roboto:300,400,500,700,900|Roboto+Slab
:400,700" />
<!-- Nucleo Icons -->
<link href="./assets/css/nucleo-icons.css" rel="stylesheet" />
<link href="./assets/css/nucleo-svg.css" rel="stylesheet" />
<!-- Font Awesome Icons -->
    <script
src="https://kit.fontawesome.com/42d5adcbca.js"
crossorigin="anonymous"></script>
<!-- Material Icons -->
    <link
href="https://fonts.googleapis.com/icon?family=Material+Icons+Round"
rel="stylesheet">
<!-- CSS Files -->
    <link id="pagestyle" href="./assets/css/material-dashboard.css?v=3.0.0"
rel="stylesheet" />
<link rel="stylesheet" href="st1.css" />


</head>




<?php
```

```
if (isset($_POST["submit"])) {

$m_name = stripslashes($_REQUEST['m_name']);
$m_name = mysqli_real_escape_string($con, $m_name);
$two_w_price = stripslashes($_REQUEST['two_w_price']);
$two_w_price = mysqli_real_escape_string($con, $two_w_price);
$auto_w_price = stripslashes($_REQUEST['auto_w_price']);
$auto_w_price = mysqli_real_escape_string($con, $auto_w_price);
$car_w_price = stripslashes($_REQUEST['car_w_price']);
$car_w_price = mysqli_real_escape_string($con, $car_w_price);
$bus_w_price = stripslashes($_REQUEST['bus_w_price']);
$bus_w_price = mysqli_real_escape_string($con, $bus_w_price);

$p_image = $_FILES["p_image"]["name"];
move_uploaded_file($_FILES["p_image"]["tmp_name"], "image/" .
$_FILES["p_image"]["name"]);
    $query = "INSERT INTO
vechiles(m_name,p_image,two_w_price,auto_w_price,car_w_price,bus_w_
price)
VALUES
('$m_name','$p_image','$two_w_price','$auto_w_price','$car_w_price','$bus_w_price')";
$result = mysqli_query($con,
$query);if ($result) {
echo '<script>alert("slot added successfully")</script>';
} else {
echo "<div class='form'>
<h3>Required fields are missing.</h3><br/>
<p class='link'>Click here to <a href='index.php'>add slot</a>
again
.</p>        </div>";

}
}
else
{
?>


<body include '../admin/includes/header.php' ; class="g-sidenav-show  bg-gray-200">
        <aside class="sidenav navbar navbar-vertical navbar-expand-xs border-0
border-radius-xl my-3 fixed-start ms-3      bg-gradient-dark" id="sidenav-main">
<div class="sidenav-header">
                <i class="fas fa-times p-3 cursor-pointer text-white opacity-5
position-absolute end-0 top-0 d-none d-xl-none" aria-hidden="true"
id="iconSidenav"></i>
<a class="navbar-brand m-0" href="" target="_blank">

<span class="ms-1 font-weight-bold text-white">Admin Dashboard</span>
</a>
```

```
          <ul class="navbar-nav">
             <li class="nav-item">
                       <a class="nav-link text-white active bg-gradient-
primary"href="admin_dashboard.php">
                           <div class="text-white text-center me-2 d-flex align-
items-center justify-content-center">
                         <i class="material-icons opacity-10">dashboard</i>
                     </div>
                     <span class="nav-link-text ms-1">Dashboard</span>
                 </a>
             </li>
             <!--<ul style="list-style:none;">
             <li class="nav-item">-->
             <a class="nav-link text-white " href="#">
                 <div class="text-white text-center me-2 d-flex align-items-center
  justify-content-
          center">    <i class="material-icons opacity-10">receipt_long</i>

                 </div>
                 <span class="nav-link-text ms-1">THEATER</span>
                 <select name="forma" onchange="location = this.value;">
                     <option value="" disabled selected> </option>
                     <option value="add.php">Add</option>
                     <option value="del.php">Edit</option>
                 </select>

             </a>
             </li>






             <!-- </form>-->
             </span>


             </a>
             </li>

             <li class="nav-item">
                 <a class="nav-link text-white " href="#">
                           <div class="text-white text-center me-2 d-flex align-
items-center justify-content-center">
                         <i class="material-icons opacity-10">receipt_long</i>
                     </div>
                     <span class="nav-link-text ms-1">THEATRE PROFILE</span>
                     <select name="forma" onchange="location = this.value;">
```

```
                                <option value="addt.php">Add</option>
                                <option value="details.php">Edit</option>
                            </select>
                        </a>
                    </li>
                    <li class="nav-item">
                        <a class="nav-link text-white " href="#">
                            <div class="text-white text-center me-2 d-flex align-items-
center justify-content-center">
                                <i class="material-icons opacity-10">receipt_long</i>
                            </div>
                            <span class="nav-link-text ms-1">SLOTS</span>
                            <select name="forma" onchange="location = this.value;">
                                <option value="" disabled selected> </option>
                                <option value="manageslots.php">Add</option>
                                <option value="slotedit.php">Edit</option>
                            </select>
                        </a>
                    </li>
                    <li class="nav-item">
                        <a class="nav-link text-white " href="#">
                                    <div class="text-white text-center me-2 d-flex
        align-items- center justify-content-center">
                                <i class="material-icons opacity-10">receipt_long</i>
                            </div>
                            <span class="nav-link-text ms-1">USER</span>
                            <select name="forma" onchange="location = this.value;">
                                <option value="" disabled selected> </option>
                                <option value="request.php">Request</option>
                                <option value="userview.php">View</option>
                            </select>
                        </a>
                    </li>




                </ul>
            </div>
        </aside>
        </ul>
        </div>
        </aside>
        <main class="main-content position-relative max-height-vh-100 h-100 border-rad
            <div>
                <ul class="navbar-nav  justify-content-end">
```

```
                    <li class="nav-item d-flex align-items-right">
                    <a href="../logout.php" class="nav-link text-body font-weight-bold

                    <i class="fa fa-user me-sm-1"></i>
                    <button type="button" class=" btn btn-primary float-
right">Logout</butt

on>                      <!
                     </a>
                 </li>
                 <li class="nav-item d-xl-none ps-3 d-flex align-items-center">

         </div>
         <div>
             <div class="ts">
                 <h2>
                     ADD THEATRE
                 </h2>

                            <form class="form" action="" method="post"
                            enctype="multipart/form-

                            <div class="container">

       <label><b>Theater Name</b></label><input type="text"
       name="m_name" required />

       <label> <b>Image</b> </label>
                                    <input type="file" class="login-input"
       name="p_image"accept="application" required />
       <ul>

                              <li>
                                  <label><b>Two Wheeler Price </b></label>
                                  <input type="text" name="two_w_price" required />
                              </li>
                              <li>
                                  <label><b>Three Wheeler Price</b></label>
                                  <input type="text" name="auto_w_price" required />
                              </li>
                              <li>
                                  <label><b>Four Wheeler Price</b></label>
                                  <input type="text" name="car_w_price" required />
                              </li>
                              <li>
                                  <label><b>Heavy Vechile Price</b></label>
                                  <input type="text" name="bus_w_price" required />
                            </ul>
                            <input type="submit" name="submit" value="ADD"


                        </div>
                

                </div>
            </div>
            </div>
            </div>
            </div>
            </div>
            </div>
            </form>

            </div>
            </div>
            <!-- /. WRAPPER  -->
            <!-- JS Scripts-->
            <!-- jQuery Js -->
            <script src="assets/js/jquery-1.10.2.js"></script>
            <!-- Bootstrap Js -->
            <script src="assets/js/bootstrap.min.js"></script>
            <!-- Metis Menu Js -->
            <script src="assets/js/jquery.metisMenu.js"></script>
            <!-- Custom Js -->
            <script src="assets/js/custom-scripts.js"></script>

        <?php
    }
        ?>
    </body>

</html>
```

Edit

```
<!DOCTYPE html>
<html lang="en">

<head>
    <!-- basic -->
    <meta charset="utf-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <!-- mobile metas -->
    <meta name="viewport" content="width=device-width, initial-scale=1">
```

```
   <meta name="viewport" content="initial-scale=1, maximum-scale=1">
   <!-- site metas -->
   <title>BOOK YOUR SLOT</title>
   <meta name="keywords" content="">
   <meta name="description" content="">
   <meta name="author" content="">

   <!-- bootstrap css -->
   <link rel="stylesheet" href="css/bootstrap.min.css">
   <!-- style css -->
   <link rel="stylesheet" href="css/style.css">
   <!-- Responsive-->
   <link rel="stylesheet" href="css/responsive.css">
   <!-- fevicon -->
   <link rel="icon" href="images/fevicon.png" type="image/gif" />
   <!-- Scrollbar Custom CSS -->
   <link rel="stylesheet" href="css/jquery.mCustomScrollbar.min.css">
   <!-- Tweaks for older IEs-->
    <link rel="stylesheet"
href="https://netdna.bootstrapcdn.com/font-awesome/4.0.3/css/font-
awesome.css">
    <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/fancybox/2.1.5/jquery.fancybox.min.css
">
    <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/4.7.0/css/font-
awesome.min.css">
    <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/@fortawesome/fontawesome-
free@5.15.4/css/fontawesome.min.css">
<!-- CSS only -->
    <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.1.3/dist/css/bootstrap.min.css"
rel="stylesheet" integrity="sha384-
1BmE4kWBq78iYhFldvKuhfTAU6auU8tT94WrHftjDbrCEXSU1oBoqyl2QvZ6jIW3"
crossorigin="anonymous">
</head>

<body>
    <aside class="sidenav navbar navbar-vertical navbar-expand-xs border-0 border-
radius-xl my-3 fixed-start ms-3     bg-gradient-dark" id="sidenav-main">


</div>
<hr class="horizontal light mt-0 mb-2">
        <div class="collapse navbar-collapse w-auto max-height-vh-100"
id="sidenav-collapse-main">
<ul class="navbar-nav">
<li class="nav-item">
                    <a class="nav-link text-white active bg-gradient-primary"
        </div>
        <span class="nav-link-text ms-1">Dashboard</span>
</a>
</li>





</ul>
</div>
</aside>
<?php
include
'includes/header.p
hp';include
'../db.php';
//include 'header.php';
?>
<div class="container-fluid">
<div class="col-md-8">
<div class="card-body">
<?php
$query = "SELECT * FROM vechiles";
$query_run = mysqli_query($con, $query);
?>
                <table class="table table-bordered"
allign="right" id="dataTable"width="100%" cellspacing="0">

    <head>
        <style>
            body {
                background-repeat: no-repeat;
            }

            table,
            th,
            td {

                margin-left:  300px;
                border: 0.25px solid black;
            }

            table,
            thead,
            tr,
            th {
                       }

                       button {
                           background-color: #7FFF00;
                       }
                   </style>
               </head>

               <body>
                   <thead>
                       <tr>

                           <th> Theater Name </th>
                           <th>Two Wheeler Price </th>
                           <th>Auto Price</th>
                           <th>Car Price</th>
                           <th>Bus Price</th>
                           <th>Image</th>
                           <th>EDIT</th>
                           <th>STATUS</th>
                       <tr></tr>
                       </tr>
                   </thead>
                   <tbody>
                       <?php
                       if (mysqli_num_rows($query_run) > 0) {
                           while ($row = mysqli_fetch_assoc($query_run)) {
                       ?>
                               <tr>

                                   <td><?php echo $row['m_name']; ?></td>
                                   <td><?php echo $row['two_w_price']; ?></td>
                                   <td><?php echo $row['auto_w_price']; ?></td>
                                   <td><?php echo $row['car_w_price']; ?></td>
                                   <td><?php echo $row['bus_w_price']; ?></td>
                                   <td>
                                        <img src="uploads/<?php echo $row["p_image"];
?>" alt="" width="100"
height="50">                            </td>
                                        <!--<td><?php echo $row['p_description'];
                                        ?></td>-

->

                                        <td>

                                                       <form action="code1.php"
                                                                method="post">
value="<?php echo                           <input type="hidden" name="edit_id"
```

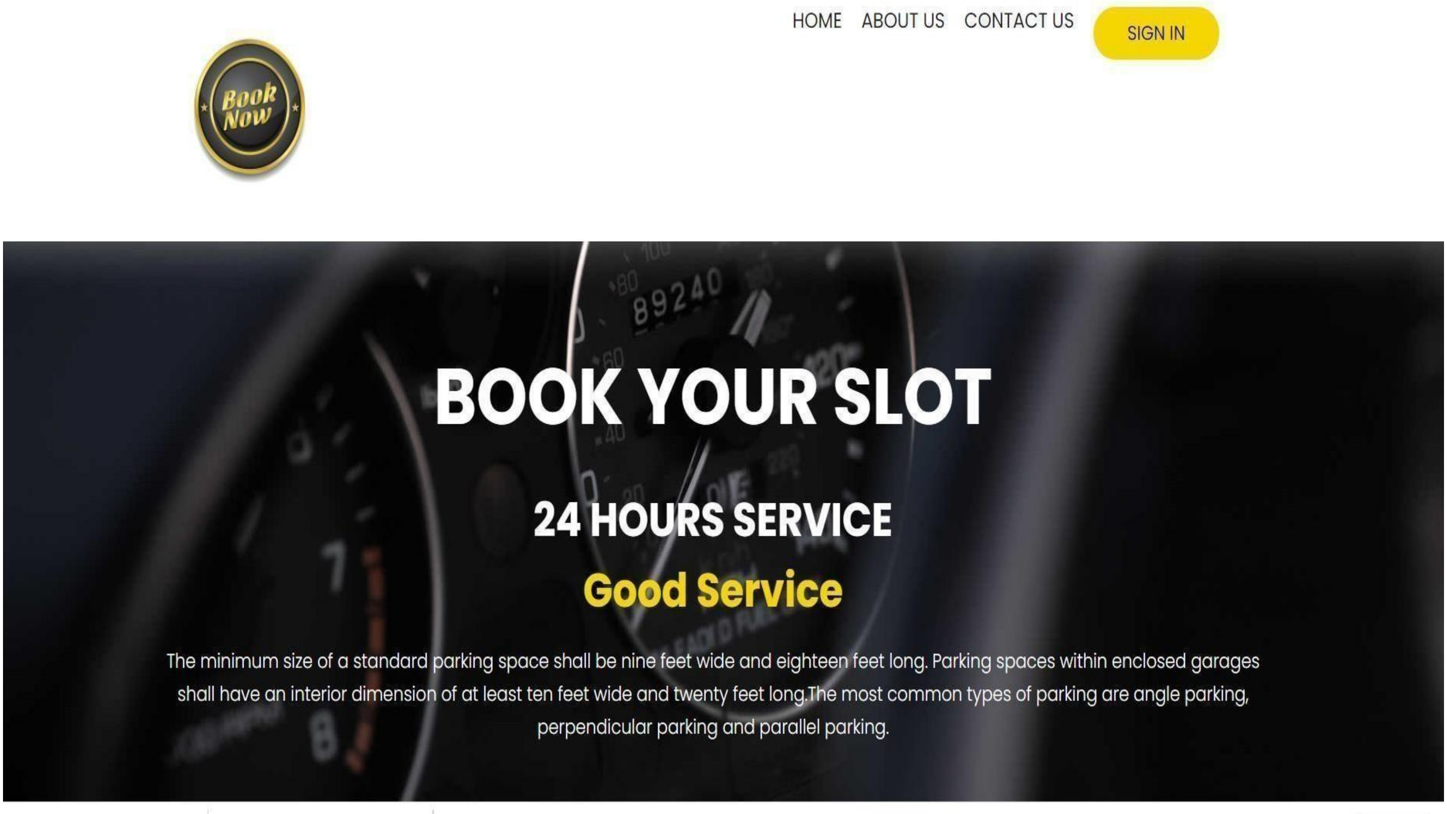
```
                                              <button type="submit" name="edit_btn"
    class="btn btn-success">
    EDIT</button>                             </form>
                                              </td>
                                              <td>
                                                 <?php
                                                 include "db.php";
                                                 $id = $row['vechile_id'];
                                                 $sql2 = "select * from vechiles
    vechile_i                                    where
    d =
    '$id'";                                      $res = mysqli_query($con, $sql2);
                                                 $row =
                                                 mysqli_fetch_array($res
                                                 );if ($row['status'] ==
                                                 "1")
                                                 echo "Active";
    else
                                                        echo "Inactive";
    ?>
    </td>
    <td>
    <?php
if ($row['status'] == "1")echo
 "<a href=pdeactivate.php?id=" .

    $row['vechile_id'] . " class=' btn btn-primary ' >Deactivate</a>";
    else
    echo
    "<a href=pactivate.php?id=" .
    $row['vechile_id'] . " class='btn btn-success'>Activate</a>";
    ?>
    </tr>
    <tr></tr>
    </td>
    </td>
    </tr>
                      <?php
                          }
                      } else {
                          echo "No Record Found";
    }
    ?>

    </body></table>
    </div>
    </div>
    </div>
```

Screen Shots

Home

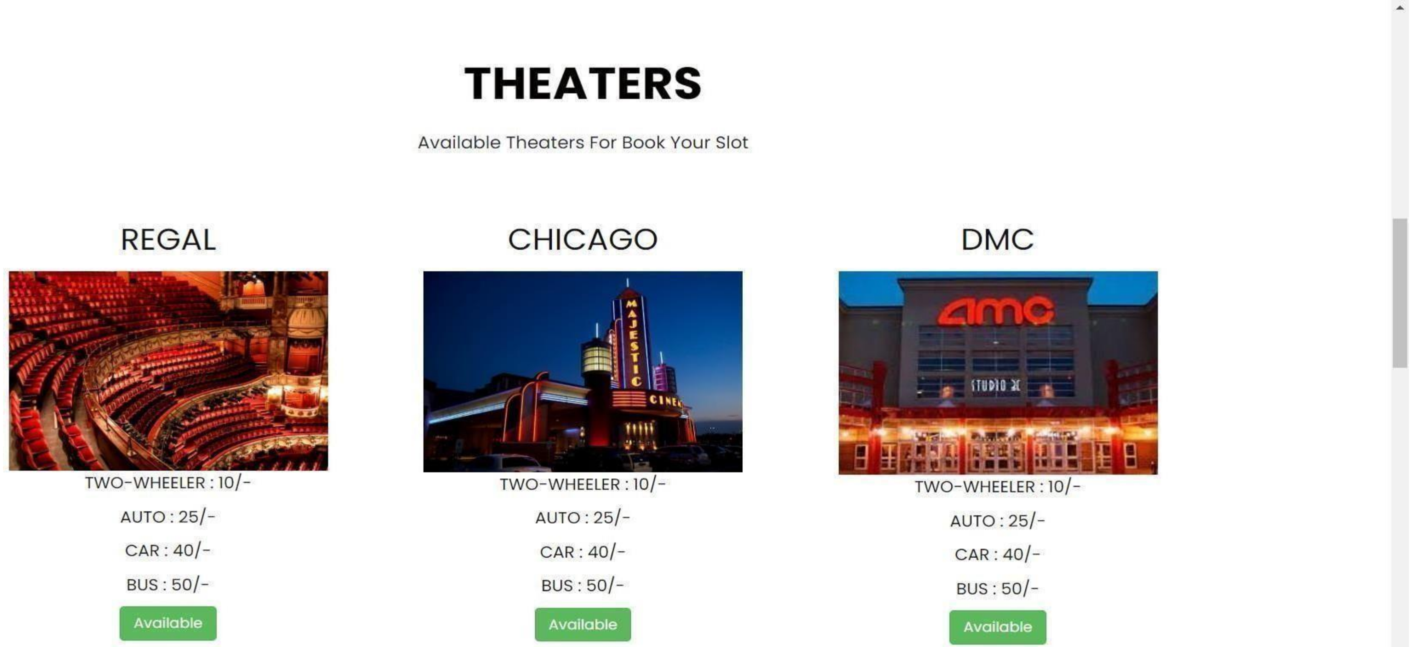


BOOK YOUR SLOT

24 HOURS SERVICE

Good Service

The minimum size of a standard parking space shall be nine feet wide and eighteen feet long. Parking spaces within enclosed garages shall have an interior dimension of at least ten feet wide and twenty feet long.The most common types of parking are angle parking, perpendicular parking and parallel parking.



THEATERS

Available Theaters For Book Your Slot

REGAL

TWO-WHEELER : 10/-

AUTO : 25/-

CAR : 40/-

BUS : 50/-

CHICAGO

TWO-WHEELER : 10/-

AUTO : 25/-

CAR : 40/-

BUS : 50/-

DMC

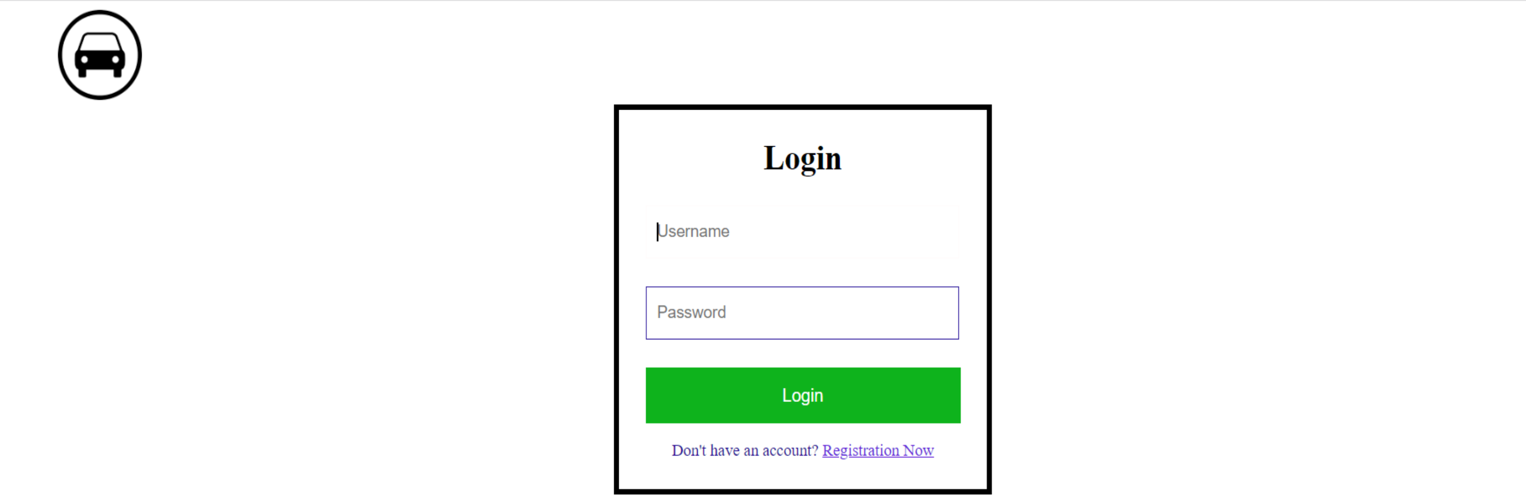
TWO-WHEELER : 10/-

AUTO : 25/-

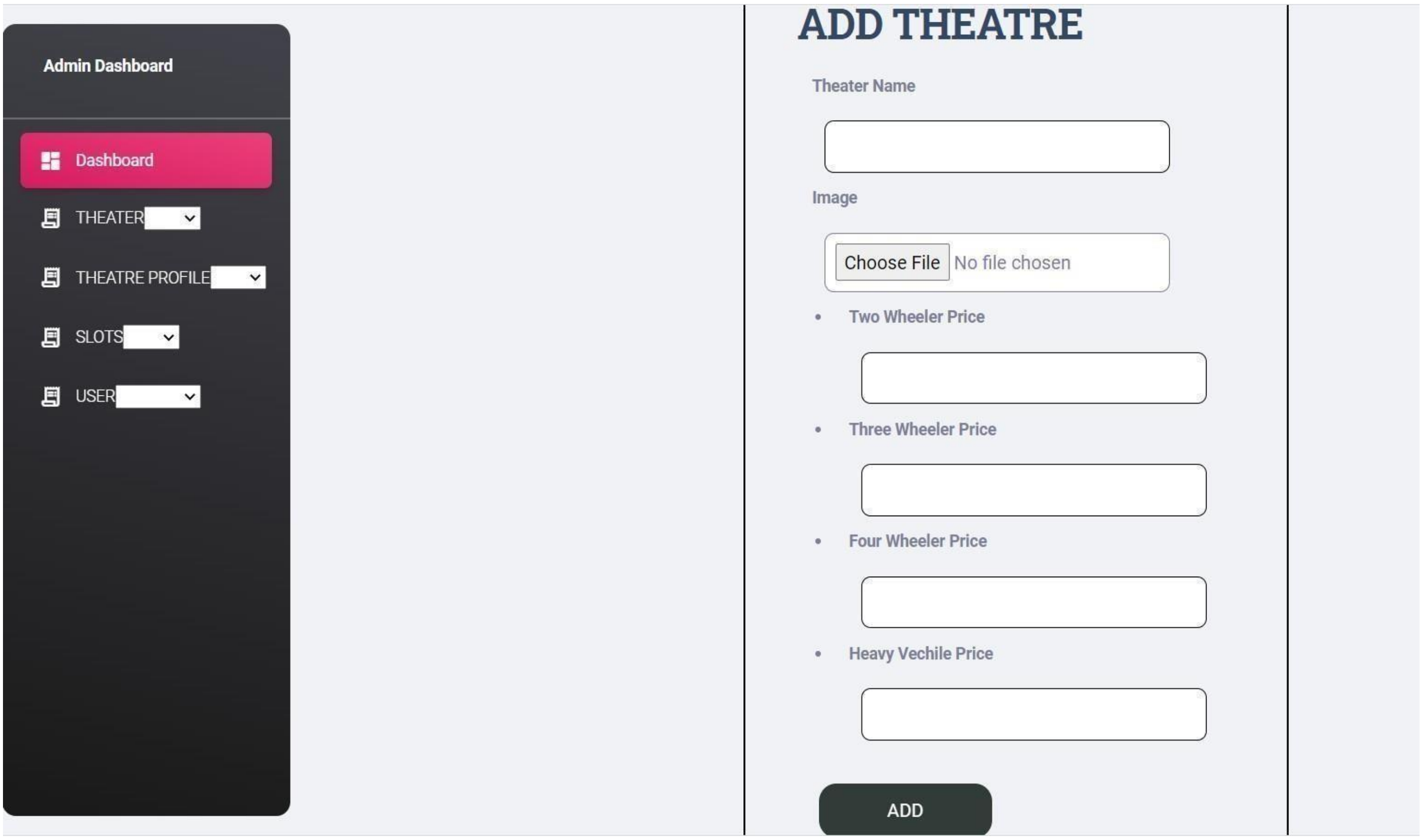
CAR : 40/-

BUS : 50/-

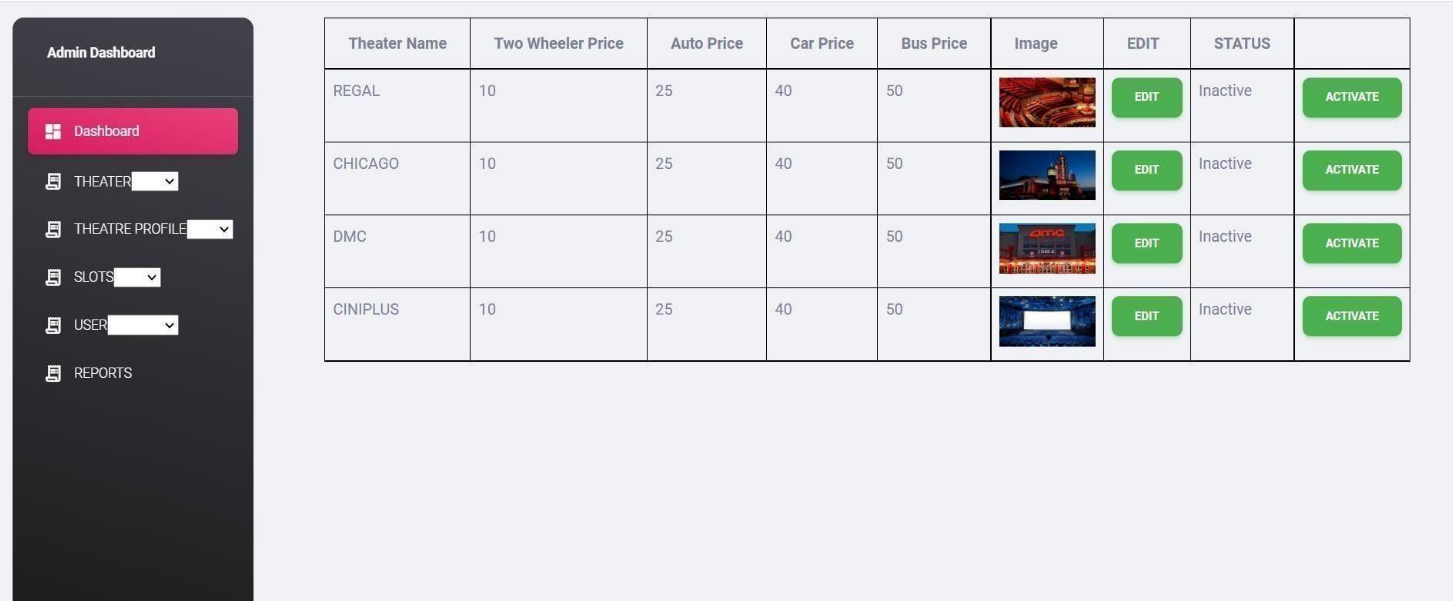
Login Page



Add Page

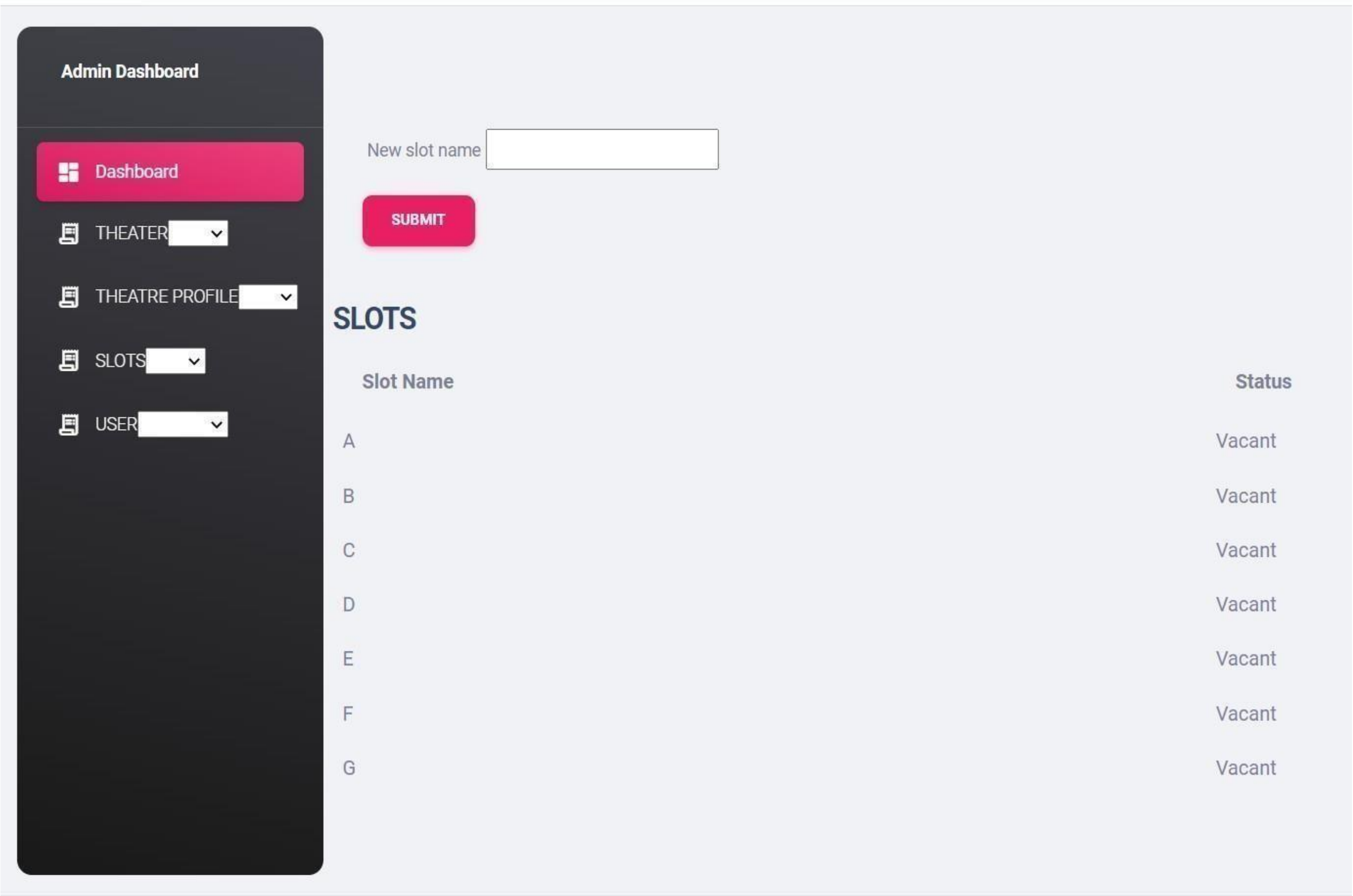


Edit Page



Theater Name	Two Wheeler Price	Auto Price	Car Price	Bus Price	Image	EDIT	STATUS	
REGAL	10	25	40	50		EDIT	Inactive	ACTIVATE
CHICAGO	10	25	40	50		EDIT	Inactive	ACTIVATE
DMC	10	25	40	50		EDIT	Inactive	ACTIVATE
CINIPLUS	10	25	40	50		EDIT	Inactive	ACTIVATE

Slot Page

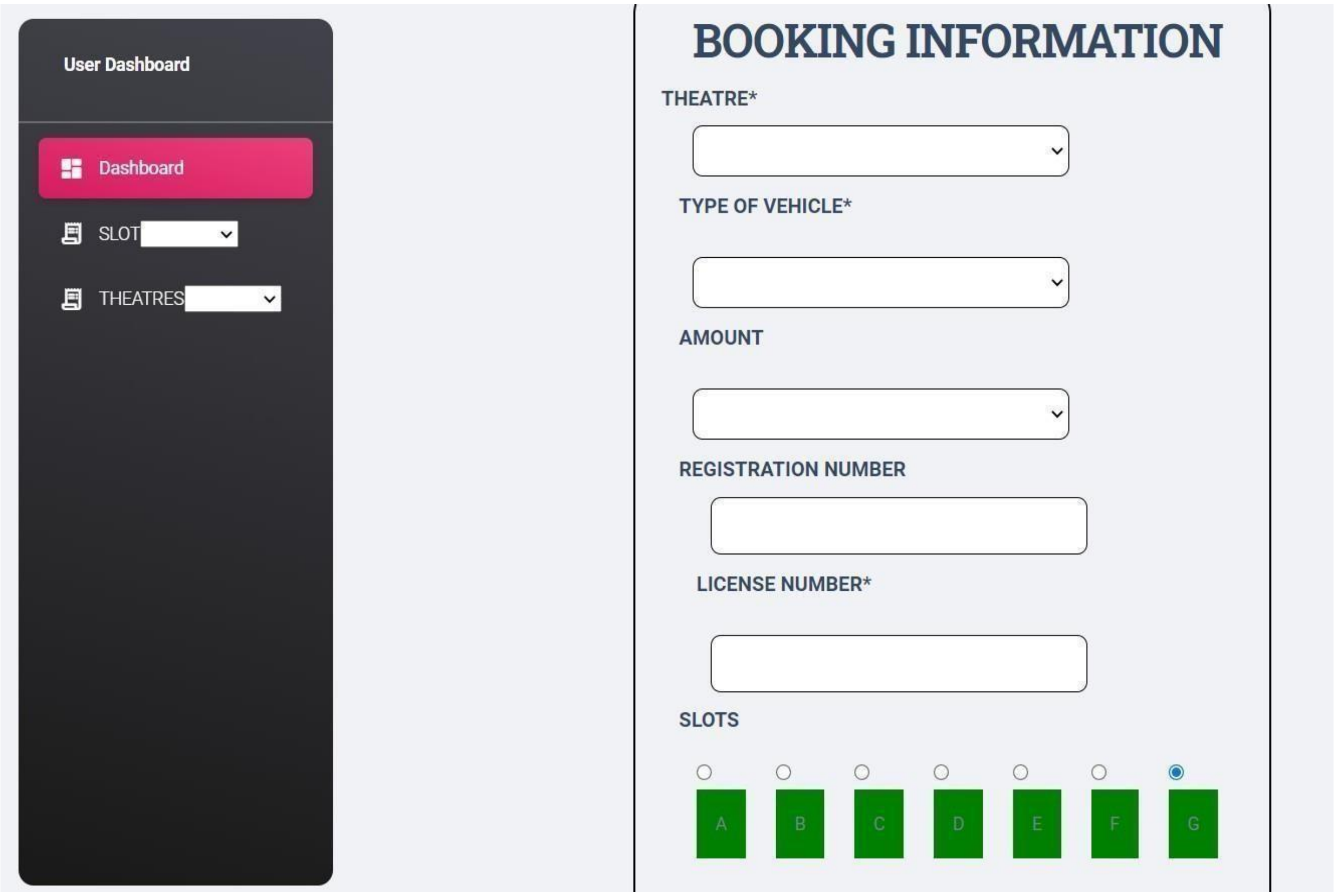


New slot name

SLOTS

Slot Name	Status
A	Vacant
B	Vacant
C	Vacant
D	Vacant
E	Vacant
F	Vacant
G	Vacant

Booking Page



BOOKING INFORMATION

THEATRE*

TYPE OF VEHICLE*

AMOUNT

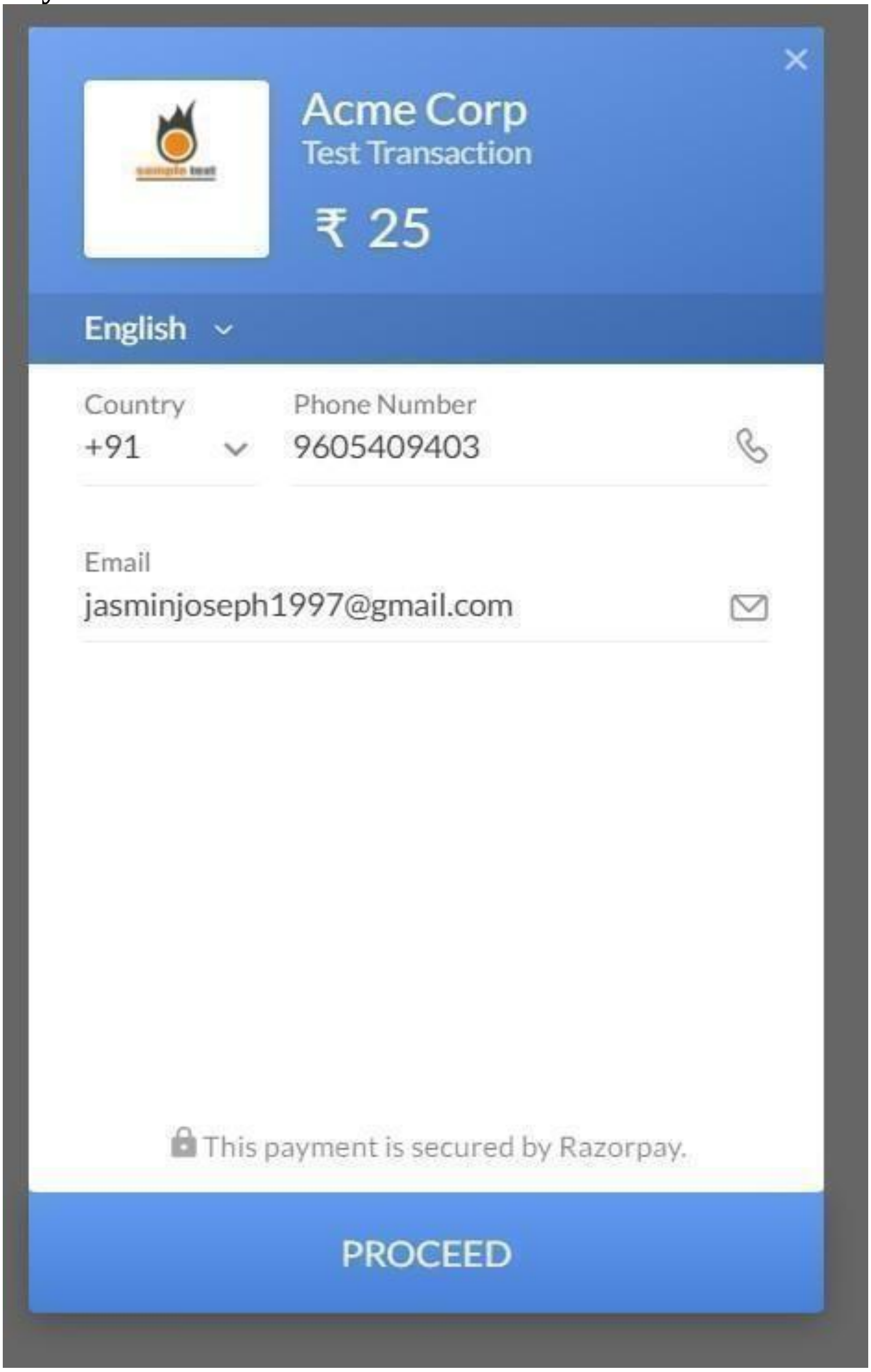
REGISTRATION NUMBER

LICENSE NUMBER*

SLOTS

○ A ○ B ○ C ○ D ○ E ○ F ● G

Payment



Acme Corp
Test Transaction

₹ 25

Country
+91

Phone Number
9605409403

Email
jasminjoseph1997@gmail.com

This payment is secured by Razorpay.